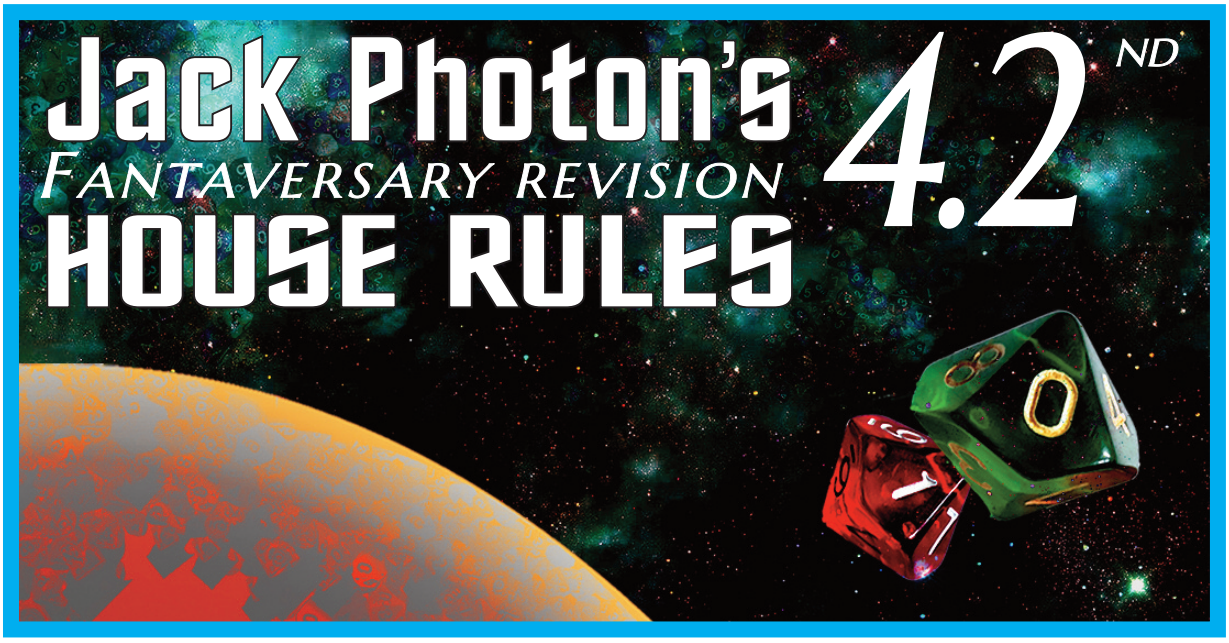
STAR TREK 40TH

1983 - 2023

FOR USE WITH FASA GAME SYSTEM

A GAME FOR ROLEPLAYING

ADVENTURES IN THE ORIGINAL SERIES AS WAS BACK WHEN



REV.2 250201.04

- GAMEMASTERS ONLY -

NPC PACK: SECURITY/SERVICES

Ten Security Officers, Admiral to Lt.
Ten Yeoman, Admiral to Yeoman, 3rd Class
Five Blanks for your Campaign

Jack Photon's
4.0TH FANTAVERSARY REVISION

STAR TREK 40TH
THE ROLE PLAYING GAME

FASA Corporation with Fantasimulations Associates
1983 ~ 2023

21st Century

HOUSE RULES

for 23rd Century Gaming

Rev.1: Several typos corrected
Rev.2: Several graphical errors corrected

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Notes

While Security and Services personnel are both forbidden the command chair, they do rise in rank as all others through to the Admiralty. Thus, flag rank tend to be placed high in Star Fleet offices, the Federation Regulatory system or even retired to the private ranks. Captain-rank tend to be borderline Administrators, overseeing smaller bases, outposts or the largest of transport vessels the Colonization Division.

A Services Captain may oversee several Yeoman 1st Class across a local patrol group or be Chief of a Starbase. Yeoman, 1st Class tend to be Department Chiefs of higher profile ships and larger contingents of personnel (100+). All the while, a frosh-tour Yeoman 3rd Class may very well be the Chief of a smaller ship.

Similarly for Security, the higher the rank, the more administrative the position becomes up to Admiral with positions across the Federation similar to the above.

As to Purple Hearts.
I allow PC/NPCs to pursue therapy for an affected Attribute(s) for each of the years since the medal was awarded per "Increasing Attributes" rules, Book 1. Once the previous natural rating has been achieved, I allow further advancement in that Attribute only. All unaffected Attributes and all Non-Purple Heart recipient PC/NPCs are forbidden this avenue of improvement. The reasoning for extended increases is that once habits are achieved they are maintained. Or revert to original Ratings.

Editorial Note

Deciding where to draw the line on character particulars was difficult. On the one hand, I don't want to constrain any GM to hair color and such minimal-to-irrelevant details. At the same time, minutia such as that is just about the last thing you the GM need to concern yourself with -unless it's relevant to your story points.

Thus, as with all gaming items, change what you wish to suit the purposes you need at hand. Raise/lower numbers, change names, heights and identities to your ends.

There are two details that are deliberately left blank. The Date of Birth and Current Assignment are open so that you, dear GM, may backdate the character to your game year and assign the requisite station. Dreams and history descriptors were off-the-cuff based on comparing life path, term assignments, durations, efficiency ratings, medals and all that to create a simple story. You should be able to look at any given year of a character's life and generate a one-off tale for them to tell, such as how the Warriors of Andor happen to know Captain Jaxxon's true parentage.

As to artwork, I wasn't going to include any at all as the time for 20 portraits times numerous supplements equals a lot of time and money. However, my old artist pal, T-Pi, came across a so-called AI image generator. While results tend to be on the nightmarish side, some few acceptable portraits were coaxed out of it.

Many if not all are modified slightly to heavily. There are no such things as 'Tellarites' for the Stable Diffusion program to work from, so it gets stuck on details like that and needs work-arounds and post-editing. Lots of post-editing. Imagery thus generated is ©you, but there are some minimal terms of service anyone who cares to look into can read. Regardless, all art work contained herein is ©2025 TPi

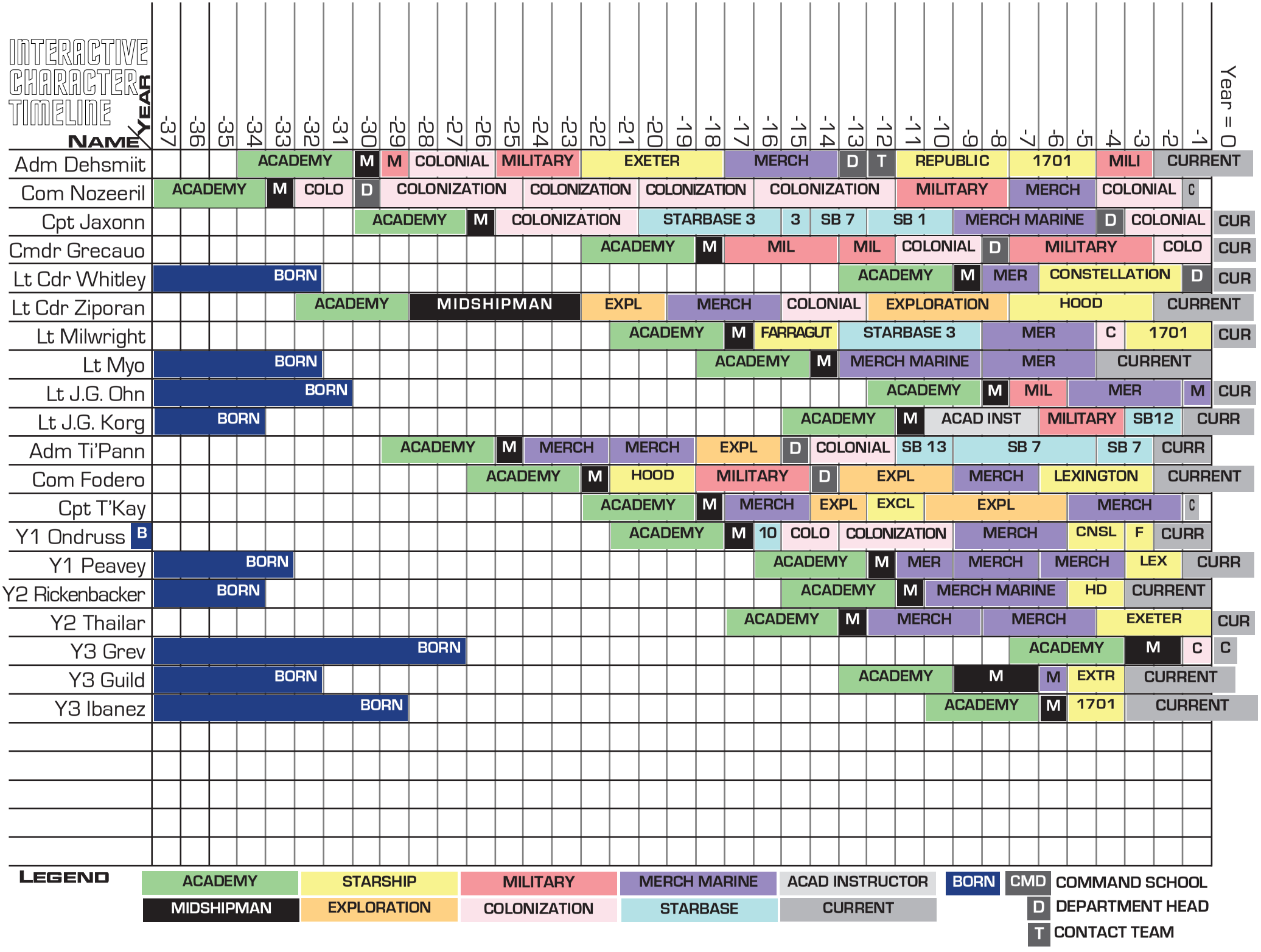
Dice on!
Jack Photon, 2025

PS. If printing this as one tome for binding, print pages 3 -106, double-sided. (32lb plain white is this author's preferred paper.)

Pages 1, 2 & 107, 108 are inner/outer covers. (Spine label to right.) —> Heavy, (48-72 lb) dble-side gloss is suggested. Matte or other work fine too.

Even-pages should print on the left hand side with odd-pages on the right.

INTERACTIVE CHARACTER TIMELINE



LEGEND

ACADEMY | STARSHIP | MILITARY | MERCH MARINE | ACAD INSTRUCTOR | BORN | CMD COMMAND SCHOOL

MIDSHIPMAN | EXPLORATION | COLONIZATION | STARBASE | CURRENT | D DEPARTMENT HEAD | T CONTACT TEAM

Name Ree Dehsmiit

Personal Notes and Lifepath

Family Homeworld: Fringe world

Family Law Enforcement, OK

Parents: Both Dead, Accident

Childhood: open air, natural utopia

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Windfall 10kcr

Cadet -

Term

1. Romance, happy
2. -
3. -
4. Romance, Fast x's
5. En: SB Staff, mutual, caused harm
6. En: Ex-love, hates me 4 loss of curr lover
7. Friend, Colleague
8. Romance, Fast X's
9. Romance, Tragic, went insane
10. -
11.

Areas of Improvement

Skills	Attribute
1 Cbt, HTH	**STR**
2 Comp Op	
3 Trivia, Retirement Hobbies	

Awards and Honors

Cadet Grad Honors, / Commendation

Term

1. -
2. -
3. -
4. ST Exeter / -
5. -
6. -
7. -
8. ST Republic / Commendation
9. ST Enterprise / SF Honor Roll
10. SF Dec for Consp Gallantry

History and Notes

From law enforcement parents in the Eridani Collective, it is no surprise that Ree should achieve the heights of law enforcement in the 'newly' united Federation. For though the integration of the five members was slow and deliberative, it has been successful.

Memories of the Eridani Empire remain strong for some and Ree is glad that the future generations will know a life of peace for the ravaging warfare that had so consumed Andorian blood.

Dreams and Direction

Ree has done more to bring regimentation to the security forces than many others combined. The effort wears weary the mind and soul.

As such, it's time for the next leader to set course while Ree explores the vast wealth of retirement hobbies for consuming his time. A mind and place of contemplative thought, whether city or countryside, burgeoning world or a lone asteroid prospector of life. Ree is ready to retire.

230101.01

STARFLEET OFFICER RECORD

NAME Ree Dehsmiit | AGE 66
SPECIES ANDORIAN | P.O.B. ERIDANI XII | SEX M | HT 6'0
RANK ADMIRAL | WT 220
BRANCH SEC | MINOR LEGAL | HAIR BLUE
ASSIGNMENT | EYES BLUE
D.O.B. | 230101.01

NAME REE DEHSMIIT

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st					■					■	
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY								Term Length	Efficiency	Awards, Honorifics and Notes
										Cadet Cruise: Grad Honors // Commendation
1st				■				1	AV	-
2nd					■			3	AV	-
3rd				■				3	EX	-
4th		■						5	AV	ST Exeter / -
5th						■		4	AV	-
6th	D							1	-	-
7th	T							1	P	-
8th		■						4	EX	ST Republic - Commendation
9th		■						3	AV	ST Enterprise - SF Honor Roll
10th				■				2	AV	SFDec Consp.Gall / TERM 11: CURRENT 2yrs in on 4yr Duration

Personal/Family Notes

CREDITS 114.4k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	90	80	62	75	71	27	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
73	Andorian +10 63	Andorian +10 85	58	53

Administration . . . 70	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics	Negot/Diplomacy. . . .	ST Weapons Tech . . .
Archaeo	Enviosuit Ops . . . 10	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 17	Pers Wpn Tech . .	Streetwise 40
Art	Federation Law . . . 81	Philosophy	Survival Temperate. 20
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 11	Gaming 13	Physics	Track/Evade. . . .
Biology	Gambling. . . .	Psych Human. 42	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech	Scrounge 17	Transporter Tech. . . .
Burglary	History	Seduction	Trivia
Carousing	. . . .	Shuttle Pilot 15	Retirement Hobbies. 12
Chemistry	Holotechnology . .	Shuttle Sys Tech	Variable-G Ops . . .
Combat	Instruction 10	Sm Equip Tech. . . 10	Vehicle Op Grav. 10
Archaic	Interrogation 10	Sm Unit Tactics . . 91	. . . .
Sword Armed . . . 20	Intimidate 28	Sports	Warp Drive Tech . . . .
H-T-H . . . 55	Lang Human. 20	. . . .	Zoology . . . .
Modern . . . 60	. . . .	ST Cbt Tac/Str. . . .	. . . .
Computer Op . . . 17	Law	ST Comm Proc . . .	. . . .
Computer Tech	. . . .	ST Comm Tech . . .	. . . .
Culture Human. 10	Leadership 75	ST Engineering	. . . .
. . . .	Life Support Tech	ST Helm	. . . .
Dmg Ctrl Proc . . . 10	Materials Science. . . .	ST Navigation	. . . .
Def Shield Tech	Mechanics	ST Security 80	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 27 NATURAL	PSI Vector 50	((INT+CHA+PSI)/3) rd
1		90				
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 45				
4		SAVE (END/4 rd) 22				
5		UNC (END/10 rd) 9				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 2
TOTAL.....= 2d10+2

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	60	62	61	PER SETTING
H-T-H	55	62	58	2d10+2
Sword	20	62	41	4d10+4

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

230101.01

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Ree Dehsmiit

SPECIES Andorian

P.O.B. Eridani XII

BRANCH SEC minor Legal

RANK Admiral

CURRENT ASSIGNMENT

AGE	66
SEX	M
HT	6'0
WT	220
HAIR	Blue
EYES	Blue
D.O.B.	

STR	C
END	A
INT	B
DEX	D
CHA	C
COOL	C
LUC	F
PSI	H

Top Skills

1. SmUnitTac A
2. Fed Law B
3. ST Sec B
4. Leadership C
5. Admin C

...

Dept Head (Y) / N

Cmd School Y / (N)

Contact Team Certified? (Y) / F / N

230101.01

Service Record

Honors

Grad Honors
Commendation
Commendation
SF Honor Roll
SF Dec Consp Gallantry

Assignments 29 Years Served

Cadet Colonization
Term 1 Military
Term 2 Colonization
Term 3 Military
Term 4 ST Exeter
Term 5 Merchant Marines
Term 6 Dept School
Term 7 Contact Team
Term 8 ST Republic
Term 9 ST Enterprise
Term 10 Military
Term 11 Current Assign, 2yrs in on 4

Name Hariid Nozeeril

Personal Notes and Lifepath

Family Homeworld: Shipboard, artifical envio

Family Common, okay

Parents: Both alive

Childhood: "large city"

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Large base

Lifepath

Academy -

Cadet -

Term

1. Falsely accused, personal
2. Romance, happy
3. Friend, relative
4. En: Boss, mutual, rom rival
5. Friend, local base civilian
6. En: Ex-Fr, hates me, foiled plans
7. En: SBStaff, hate them, foiled plans
8. En: Locals, hate me, refused prof.
9. Friend in SF Command
10.

Areas of Improvement

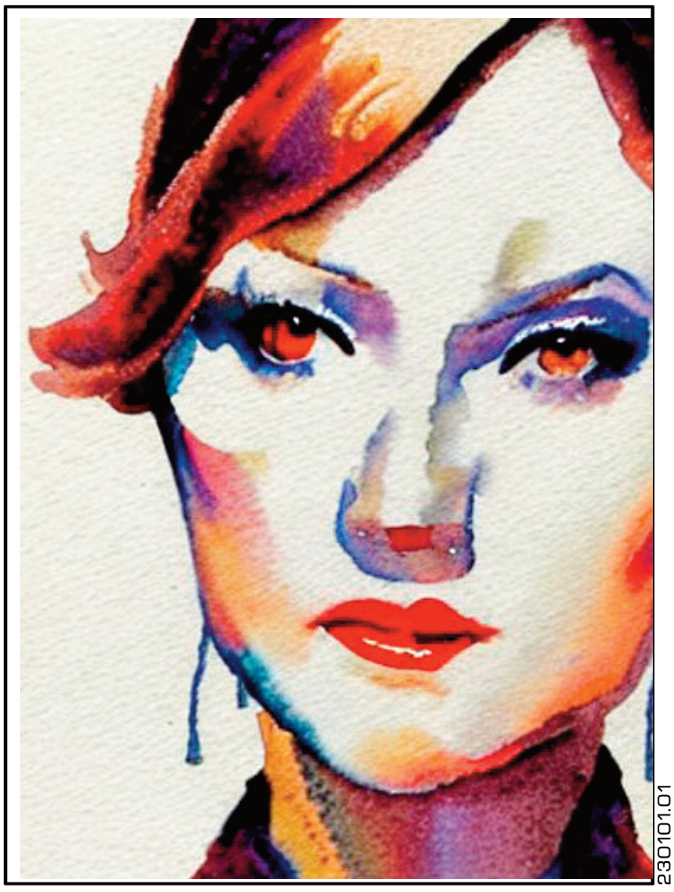
Skills	Attribute
1 Negot/Diplo	**COOL**
2 Trade & Comm	
3 ST Security	

Awards and Honors

Cadet

Term

1. SF Dec Gallantry
2.
3.
4.
5. SF Honor Roll
6.
7. Commendation
8. SF Honor Roll
9. SF Dec Gallantry
10.



230101.01

History and Notes

Commodore Nozeeril's years in the Colonization Division were revolutionary in terms of administrative oversight. Previous administrations had lost track of numerous small settlers and outposts during the great proliferation. This is not to dismiss the overwhelming amount of logistical issues that would arise in supplying and caring for said settlers. Nozeeril's paperwork would recover and find numerous of those lost, with Starfleet assigning various ship's to investigate the leads. It is that devotion to paper trails that also leads to enemies, and Hariid has made several over her career. Few rise to the Flag Ranks without doing so.

Dreams and Direction

Even with Starfleet's mandatory retirement age of 75, Hariid's leadership, policy memos and enactments and old-fashioned paperwork will resound and influence the generations to come.

After Starfleet, it's into the public sector to speak more freely and urge the next generation of leaders to greater heights. Casual touring of the Federation frontier and homeworlds advocating for the Division's greater interest.

STARFLEET OFFICER RECORD

NAME HARIID NOZEERIL

NAME	Hariid Nozeeril
AGE	55
SPECIES	Human
P.O.B.	Shipboard
SEX	F
HT	5'9
RANK	Commodore
WT	130
BRANCH	Security
HAIR	Red
ASSIGNMENT	Minor Analyst
EYES	Red
D.O.B.	

230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	
1st	■ ■
2nd	
3rd	
4th	
5th	
6th	

ACTIVE DUTY		Term Length	Efficiency	Awards, Honorifics and Notes
				Cadet Cruise -
1st		2	AV	SF Dec Gallantry
2nd	D	1	-	
3rd		5	AV	-
4th		4	AV	-
5th		4	OU	SF Honor Roll
6th		5	AV	-
7th		4	AV	Commendation
8th		3	AV	SF Honor Roll
9th		3	OU	SF Dec Gallantry
10th		1		Current, mid-way through

Personal/Family Notes

CREDITS 90k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
-5/94 60-2 Aging 58	-5/94 70-3 Aging 67	75	-5/94 60-1 Aging 59	70	59	66	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
64	70	67	66	70

Administration 98	Demolitions	Medicine Human 25	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal 61	Electronics	Negot/Diplomacy 35	ST Weapons Tech
Archaeo	Enviosuit Ops 10	Oceanography	Stealth/Hide
	Federation History 42	Pers Wpn Tech	Streetwise
Art	Federation Law 81	Philosophy	Survival Arctic 20
	Forgery		
Astron/Atrophys 17	Gaming 7	Physics 7	Track/Evade
Biology	Gambling	Psych Klingon 20	Trade & Commerce 32
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech.
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot 29	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 30	Sm Equip Tech. 10	Vehicle Op Grav 10
Archaic	Interrogation 10	Sm Unit Tactics 80	
staff Armed 20	Intimidate	Sports	Warp Drive Tech
H-T-H 60	Lang Klingon 10		Zoology
Modern 60		ST Cbt Tac/Str.	
Computer Op 48	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership 80	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 15	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 58	

NAME HARIID NOZEERIL

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	67
CURRENT	
SAVE (END/2 rd)	33
SAVE (END/4 rd)	16
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 66 NATURAL

PSI Vector 48

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 3
TOTAL.....= 1d10+6

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	59	59	59	PER SETTING
H-T-H	60	59	59	1d10+6
Staff	20	59	39	4d10+9

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

230101.01

NAME Hariid Nozeeril

SPECIES Human

P.O.B. Shipboard

BRANCH Sec Minor Analyst

RANK Commodore

CURRENT ASSIGNMENT

AGE	55
SEX	F
HT	5'9
WT	130
HAIR	Red
EYES	Red
D.O.B.	

STR	D
END	C
INT	C
DEX	D
CHA	C
COOL	D
LUC	D
PSI	H

Top Skills

1. Admin A
2. Fed Law B
3. Leader B
4. SmUnitTac B
5. Appraisal D

...

Dept Head Y/(N)

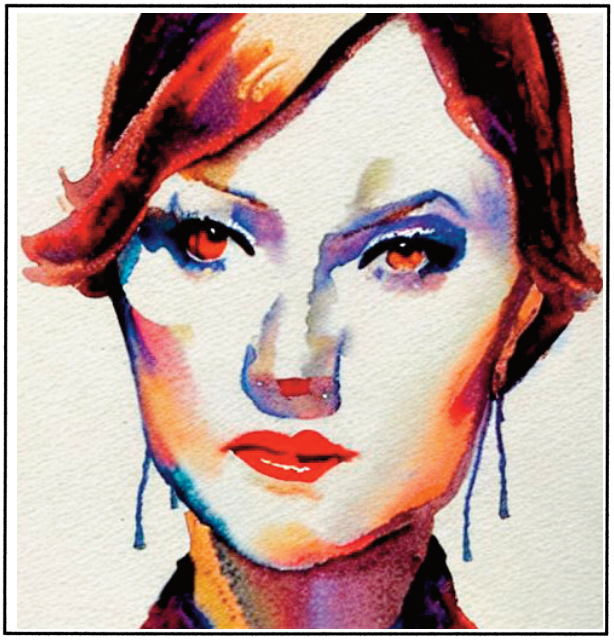
Cmd School (Y)/N

Contact Team Certified? Y/(N)/F

Service Record

Honors

SF Dec Gallantry
SF Honor Roll
Commendation
SF Honor Roll
SF Dec Gallantry



Assignments 31 Years Served

Cadet	Colonization
Term 1	Colonization
Term 2	Dept School
Term 3	Colonization
Term 4	Colonization
Term 5	Colonization
Term 6	Colonization
Term 7	Military
Term 8	Merchant Marine
Term 9	Colonization
Term 10	Current Midway through 1yr term

Name Jaxonn

Personal Notes and Lifepath

Family Homeworld: Shallow underground

Family Famous, Danger, lost all to betrayal

Parents: Sep., 1 Alive, 1 in hiding, protect you

Childhood: Restricted Zones

Siblings	Living	Age	Feelings	Standing
1.	(Y)N/?	Y/(O)/T	Ht/Dis/N/(Lk)/Lv/Hr	(A)/P/E
(2)	(Y)N/?	Y/(O)/T	Ht/Dis/(N)/Lk/Lv/Hr	A/(P)/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy En: Coll, mutual, dis. ea. other

Cadet -

Term

1. Romance, happy
2. -
3. Romance, happy
4. En: Coll, hates me, major humil
5. En; SBStaff, hate them, just don't like
6. -
7. -
8. -
9.
10.

Areas of Improvement

Skills	Attribute
1 Interrogation	**DEX**
2 Cbt, HTH	
3 CBT, Modern	

Awards and Honors

Cadet

Term

1. Karagite Order of Heroism, PHeart = Scratch
2. SF Honor Roll
3.
4.
5.
6.
7.
8. Prantares Ribbon of Excellence
9.
10.

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History and Notes

Neither Jaxonn nor Starfleet know that his Mother is a Warrior of Andor. Jaxonn was secreted away from the Warriors by his Father who raised him in the outlands of the former Eridani Empire, all turned independent members of the United Federation of Planets. From one crisis to another, Jaxonn's Father gained fame and then infamy when convincingly framed for crimes. By that time, Jaxonn had already enrolled at Starfleet Academy. Despite much happiness in his life and though making more enemies than friends, Jaxonn has achieved positions of distinct responsibilities and humble honors.

Dreams and Direction

Perhaps some event could take Jaxonn away from his career, but with as few as three terms ahead, finishing the full 40yrs of service is foremost of mind. Given his time at several Starbases, overseeing command of one has been a goal. Perhaps SF-Command itself someday.

STARFLEET OFFICER RECORD

NAME JAXONN

NAME	Jaxonn
AGE	64
SPECIES	Andorian
P.O.B.	Eridani III
SEX	M
HT	5'11
RANK	Captain
WT	200
BRANCH	Security
HAIR	Silver
ASSIGNMENT	Minor Bureau
EYES	Silver
D.O.B.	230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY								Term Length	Efficiency	Awards, Honorifics and Notes
										Cadet Cruise: ST Constitution / -
1st				■		■		5	AV	Karagite Order of Heroism + PHeart = Scratch
2nd						■		5	AV	SB# 3 / SF Honor Roll
3rd						■		1	AV	SB# 3 / -
4th						■		2	AV	SB# 7 / -
5th						■		3	AV	SB# 1 / -
6th					■			5	AV	-
7th	D							1	-	-
8th				■				3	AV	Prantares Ribbon of Excellence
9th								2		Current, Just starting
10th										

Personal/Family Notes

CREDITS 51k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	70	75	60	70	80	01	56

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
75	48 (Andorian +10)	87 (Andorian +10)	35	38

Administration . . . 85	Demolitions	Medicine Andor. 15	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology 10	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics	Negot/Diplomacy. 47	ST Weapons Tech .
Archaeo	Enviosuit Ops . . . 10	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 33	Pers Wpn Tech . .	Streetwise 21
Art	Federation Law . . . 30	Philosophy	Survival Arctic. 38
. . . .	Forgery	. . . .	Tropical. 21
Astron/Atrophys . . 10	Gaming 26	Physics	Track/Evade. . . .
Biology	Gambling 25	Psych Andorian. 10	Trade & Commerce. 10
Botany	Geology	. . . .	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech . 28	Scrounge	Transporter Tech. .
Burglary	History	Seduction	Trivia . . . .
Carousing	. . . .	Shuttle Pilot 15	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech .	Variable-G Ops . .
Combat	Instruction 25	Sm Equip Tech. . . 15	Vehicle Op Grav. 10
Sword Armed . . . 50	Interrogation 39	Sm Unit Tactics . . 61	. . . .
Club Armed . . . 50	Intimidate	Sports	Warp Drive Tech . .
H-T-H . . . 54	Lang Human . 22	. . . .	Zoology . . . . .
Modern . . . 54	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 42	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture	Leadership 60	ST Engineering	. . . .
. . . .	Life Support Tech .	ST Helm	. . . .
Dmg Ctrl Proc . . . 25	Materials Science. .	ST Navigation	. . . .
Def Shield Tech . .	Mechanics	ST Security 60	. . . .

NAME JAXONN

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL 70 / CURRENT	WOUND FATIGUE STUN	LUC Pool 01 NATURAL	PSI Vector 67	((INT+CHA+PSI)/3) rd
1						
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 35				
4		SAVE (END/4 rd) 17				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 2
TOTAL.....= 2d10+2

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 2
TOTAL.....= 5

TO HIT TABLE
(SKILL + DEX)/2=TOHIT DMG

Modern	PER SETTING
H-T-H	2d10+2
Sword	4d10+5
Club	2d10+5

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Jaxonn

SPECIES Andorian

P.O.B. Eridani III

BRANCH SEC minor Bureau

RANK Captain

CURRENT ASSIGNMENT

AGE	64
SEX	M
HT	5'11
WT	200
HAIR	Silver
EYES	Silver
D.O.B.	

STR	C
END	C
INT	C
DEX	D
CHA	C
COOL	B
LUC	H
PSI	D

Top Skills

1. Admin B
2. SmUnitTac D
3. ST Sec D
4. Cbt HTH D
5. Cbt, Mod D

...

Dept Head Y/N

Cmd School Y/N

Contact Team Certified? Y/N F

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Service Record

Honors

- Karagite Order of Heroism
- Purple Heart
- SF Honor Roll
- Prantares Ribbon of Excellence

Assignments 25 Years Served

Cadet	ST Constitution
Term 1	Colonization / Starbase 3
Term 2	Starbase 3
Term 3	Starbase 3
Term 4	Starbase 7
Term 5	Starbase 1
Term 6	Merchant Marine
Term 7	Dept School
Term 8	Colonization
Term 9	
Term 10	

Name Grecauo

Personal Notes and Lifepath

Family Homeworld: Space Station K-2, Envio Domes

Family Law Enforcement, Okay

Parents: mother dead, raised by relatives

Childhood: Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	Y/(O)/T	Ht/Dis/(N)/Lk/Lv/Hr	(A)/P/E
2.	(Y)/N/?	Y/(O)/T	Ht/Dis/N/(Lk)/Lv/Hr	A/(P)/E
3.	(Y)/N/?	Y/(O)/T	Ht/(Dis)/N/Lk/Lv/Hr	A/P/(E)
4.	(Y)/N/?	(Y)/O/T	Ht/Dis/(N)/Lk/Lv/Hr	(A)/P/E
5.	(Y)/N/?	Y/O/(T)	Ht/(Dis)/N/Lk/Lv/Hr	A/P/(E)
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy En: Ex-Lv, hates me, desertion

Cadet -

Term

1. Headache, Lose 800cr
2. Mentor, Track/Evade 14
3. Headache, Local Trouble
4. -
5. Rom, Tragic, lover vanished
6. Ruffled Feathers
7.
8.
9.
10.

Areas of Improvement

Skills	Attribute
1 Gaming	**STR**
2 Sm Unit Tactics	
3 Track/Evade	

Awards and Honors

Cadet High Honors / -

Term

1. -
2. -
3. -
4. -
5. -
6. Silver Palms, PHeart, Scratch
7.
8.
9.
10.

History and Notes

Traits of leadership from lawful family combined with the street-wise gained from local traders made danger a familiar thing to be overcome and prosecuted.

While no exalted fighter himself, Grecauo leads by delegation, knowing the strength and weaknesses of both friends and enemies; assigning those to where they best serve, defeating the bad.

While Grecauo is no stranger to a rough road, the loss of his lover had profound effects. Knowing there is nothing he can do but mourn and move on, Grecauo puts his antennae down to the tasks at hand.

Dreams and Direction

Work on the chess game. Be a better shot. Keep an antennae to the ground in back-burner desperate hopes.

The job is the dream. The day's orders are the direction.

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STARFLEET OFFICER RECORD

NAME GRECAUO

NAME Grecauo		AGE 54
SPECIES	P.O.B.	SEX M
ANDORIAN	SPST. K-2	HT 5'6
RANK	COMMANDER	WT 160
BRANCH	SECURITY	HAIR BLACK
ASSIGNMENT		EYES BLACK
		D.O.B.

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SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	
1st	■
2nd	
3rd	
4th	
5th	
6th	

Personal/Family Notes

CREDITS 32.8k

ACTIVE DUTY		Term Length	Efficiency	Awards, Honorifics and Notes
				Cadet Cruise: SB 11 / Grad High Honors
1st		4	OU	-
2nd		2	AV	-
3rd		3	AV	-
4th	D	1	-	-
5th		5	AV	-
6th		2	AV	Silver Palms + PHeart = Scratch = SB 3
7th		4	AV	Current
8th				
9th				
10th				

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	71	65	70	70	91	35	33

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
80	Andorian +10 60	Andorian +10 88	53	50

Administration 70	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics 21	Negot/Diplomacy 10	ST Weapons Tech
Archaeo	Enviosuit Ops 10	Oceanography	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise 55
Art	Federation Law 50	Philosophy	Survival Desert 35
	Forgery		
Astron/Atrophys	Gaming 27	Physics	Track/Evade 14
Biology	Gambling	Psych Human 23	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing 15		Shuttle Pilot 25	
Chemistry 6	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 20	Sm Equip Tech 10	Vehicle Op Tracked 10
Archaic	Interrogation 20	Sm Unit Tactics 25	
Knife Armed 20	Intimidate	Sports	Warp Drive Tech
H-T-H 30	Lang Tellarite 10		Zoology
Modern 50		ST Cbt Tac/Str	
Computer Op 30	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership 60	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 50	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	71
CURRENT	
SAVE (END/2 rd)	35
SAVE (END/4 rd)	17
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 35 NATURAL

PSI Vector 56

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	50	70	60	PER SETTING
H-T-H	30	70	50	2d10+1
Knife	20	70	45	3d10+4

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME Grecauo

SPECIES Andorian

P.O.B. SpSt K-2

BRANCH Security

RANK Commander

CURRENT ASSIGNMENT

AGE	54
SEX	M
HT	5'6
WT	160
HAIR	Black
EYES	Black
D.O.B.	

STR	C
END	C
INT	D
DEX	C
CHA	C
COOL	A
LUC	F
PSI	F

Top Skills

1. Admin C
2. Leader D
3. Streetwise D
4. Fed Law D
5. ST Sec D

...

Dept Head Y/(N)

Cmd School (Y)/N

Contact Team Certified? Y/(N) F

230101.01

Service Record

Honors

Grad High Honors
Silver Palms
Purple Heart

Assignments 17 Years Served

Cadet	Starbase 11
Term 1	Military
Term 2	Military
Term 3	Colonization
Term 4	Dept School
Term 5	Military
Term 6	Colonization / Starbase 3
Term 7	
Term 8	
Term 9	
Term 10	

Name Heather Whitley

Personal Notes and Lifepath

Family Homeworld: Open air, large colony

Family Common

Parents: Okay, both alive

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	(Y)O/T	Ht/Dis/N/Lk/(Lv)/Hr	(A)/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills	Attribute
1 Philo, Taoism	**END**
2 Cbt, HTH	
3 Leadership	

Awards and Honors

Cadet Grad Honors / -

Term

1. Purple Heart -Major! -2 STR
2. SF Citation Valor, Purple Heart -Scratch
3. -
4.
5.
6.
7.
8.
9.
10.

Purple Heart Therapy

Year	Att+die mod
1	63+0
2	63+0
3	63+3
4	66+0
5	66+0
6	...

Lifepath

Academy Friend, Colleague

Cadet Falsely accused, professional

Term

1. Headache. Accident, PHeart!
2. Friend, local base civilian
3. En: Ex-Fr, Mutual, Rom Rivals
4. (4)
5.
6.
7.
8.
9.
10.

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History and Notes

Heather fell into the discovery of a smuggling ring while at the Colonization Division. That is, she literally fell into an open container of Denebian Slime Devils aboard a leased Orion freighter. While quickly rescued, it took far too long with the damage done to her musculature. Though learning from this mistake, Whitley repeated it again on opening a trapped hatchway boarding an unknown ship during her time with Constellation. While a 7yr-Lt Cdr's is not unheard of, they are as rare as Whitley. Competent-to-superior across a range of skills, holding several Bachelors and one Masters degree, Whitley is one you want around.

Dreams and Direction

With the fiasco of that last romantic rivalry now behind, what's in stock to look ahead with? Looks like a promising career no matter which eventual speciality -if any. The excitement of exploration, the more-than-obvious dangers around every corner have brought a new level of awareness of everything. Whether the simple silence of any empty room or the cacophony of computers beeping and blaring, be at one with all around and see and be.

STARFLEET OFFICER RECORD

NAME HEATHER WHITLEY

NAME	Heather Whitley
AGE	31
SPECIES	Human
P.O.B.	Deneva
SEX	F
HT	5'7
WT	115
RANK	Lt Cmdr
BRANCH	Security
ASSIGNMENT	Minor Diplo
HAIR	Black
EYES	Green
D.O.B.	230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD

CADET CRUISE	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st	■								■	
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY		STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
1st					■		■		2	AV	P Heart, Serious -2 STR
2nd		■					■		5	EX	ST Constellation / SF Citation Valor + PHeart, Scratch
3rd	D								1	-	
4th									3		Curr, Just starting
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

Cadet Cruise: Grad Honors, ST Constellation / -

CREDITS 28.8k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
65 / 63 66	60	75	70	70	70	86	28

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
70	80	72	73	80

Administration 40	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 30	ST Weapons Tech
Archaeo	Enviosuit Ops 49	Oceanography 14	Stealth/Hide
	Federation History 31	Pers Wpn Tech	Streetwise
Art Appreciation 29	Federation Law 39	Philosophy Taoism 12	Survival Temp. 20
	Forgery		
Astron/Atrophys 10	Gaming 19	Physics	Track/Evade
Biology	Gambling	Psych Human 10	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech.
Burglary	History	Seduction	Trivia
Carousing 17		Shuttle Pilot 15	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 20	Sm Equip Tech. 10	Vehicle Op Wheel 10
Archaic	Interrogation 40	Sm Unit Tactics 65	
Club Armed 10	Intimidate 24	Sports	Warp Drive Tech
H-T-H 30	Lang Orion 25		Zoology
Modern 50		ST Cbt Tac/Str.	
Computer Op 30	Law	ST Comm Proc	
Computer Tech 10		ST Comm Tech	
Culture Orion 15	Leadership 30	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 50	

NAME HEATHER WHITLEY

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 86 NATURAL

PSI Vector 57

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	50	70	60	PER SETTING
H-T-H	30	70	50	1d10+4
Club	10	70	40	2d10+3

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Heather Whitley

SPECIES Human

P.O.B. Deneva

BRANCH Sec Minor Diplo

RANK Lt. Cmdr

CURRENT ASSIGNMENT

AGE	31
SEX	F
HT	5'7
WT	115
HAIR	Black
EYES	Green
D.O.B.	

STR	D
END	D
INT	C
DEX	C
CHA	C
COOL	C
LUC	B
PSI	F

Top Skills

1. SmUnitTac D
2. ST Sec D
3. Cbt, Mod D
4. Interrog E
5. Enviosuit E

...

Dept Head Y/(N)

Cmd School (Y)/N

Contact Team Certified? Y/(N) F

230101.01

Service Record

Honors

Grad Honors
Purple Heart
SF Citation for Valor
Purple Heart

Assignments 8 Years Served

Cadet ST Constellation
Term 1 Colonization / Starbase 6
Term 2 ST Constellation / Starbase 4
Term 3 Dept School
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Danielle Ziporan

Personal Notes and Lifepath

Family Homeworld: Shipwreck, 9yrs, Open air Nat

Family Sci/Research, Okay

Parents: Separated, both alive

Childhood: restricted zones

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy Brig!

Cadet

1 Trainer +2 END
2 Sens: MrksMod+8
3 -
4 Rom, Fast X's
5 -
6 Enemy: *

Term

1 Friend: Like Grandmother
2 -
3 Friend, Former Enemy
4 Brig
5 Friend, childhood, nurse @ SB
6
7
8
9
10

Awards and Honors

Cadet 1: - / 2: - / 3: ST 1700 / 4: - / 5: -
6: SF Dec for Valor + PH: Major -6 INT

Term

1 -
2 -
3 -
4 -
5 ST Hood / PHeart, Major, -5 COOL
6
7
8
9
10

* Enemy: Ex-Lover, caused me harm, Major, -6 INT!

Areas of Improvement

Skills

1 Sm Unit Tactics
2 ST Sec
3 Gymnastics

Attribute

COOL

Purple Heart Therapy

Year	**INT**+die mod
1	64+0
2	64+2
3	66+3
4	69+1
5	70+4
6	74+1
7	75+0
8	75+0
9	75+0
10	75+0
11	75+0
12	75+0
13	75+0
14	75+0
15	75+1
16	76+0
17	76+0
18	**COOL 65+0**
19	...

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History and Notes

From a childhood of restricted zones for the geography, flora and fauna of a crash site, to the rebellious phase of societal integration, Danielle mentally tested high for the Academy, but was emotionally unprepared, landing her in the brig. A place she would re-visit several terms later. Taking the maximum of six cadet cruises, Danielle landed accolades with SF Decoration for Valor, only to be attacked by vicious ex-lover, now court-martialed and sentenced to the Tantalus Rehabilitation Center.

Dreams and Direction

Having tried every Division there is but one and found home in none, perhaps an assignment at the Academy could be a turning point from the overwhelming mediocrity and constraint. Perhaps that's the key! Having grown up under so many conditions, it is freedom that is sought. (For a person known for her leadership, she can be quite directionless.) Transfer to SF Intelligence? Finish the term, take the pension and move into private work? That could be something there.

STARFLEET OFFICER RECORD

NAME DANIELLE ZIPORAN

NAME	Danielle Ziporan
AGE	50
SPECIES	Human
P.O.B.	Morallia V
SEX	F
HT	5'6
WT	121
RANK	Lt Cmdr
BRANCH	Security
HAIR	Auburn
EYES	Brown
ASSIGNMENT	
D.O.B.	230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st	■										
2nd			■								
3rd	■										
4th		■									
5th			■								
6th	■					■		■			

Personal/Family Notes

CREDITS 39.6k

Awards, Honorifics and Notes

Cadet Cruise: 1: ST Rep, 2: - 3: ST 1700 4: - 5: - 6: ST Pot, SFDValor+PH: Major -6 INT

ACTIVE DUTY												Term Length	Efficiency	
1st			■									3	AV	-
2nd						■						4	AV	-
3rd					■							3	AV	-
4th			■									5	PO	-
5th		■					■					5	AV	ST Hood, PHeart, Major -5 COOL
6th												5		Current, 2yrs in
7th														
8th														
9th														
10th														

STR	END	INT	DEX	CHA	COOL	LUC	PSI
58	70	70 / 64 -6 /93 76	80	65	70 / 65 -5 /94 65	50	40

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
70	57	70	60	57

Administration 52	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 29	ST Weapons Tech
Archaeo	Enviosuit Ops 23	Oceanography	Stealth/Hide 40
	Federation History 10	Pers Wpn Tech	Streetwise
Art	Federation Law 25	Philosophy	Survival Temperate 20
	Forgery		
Astron/Atrophys 17	Gaming	Physics	Track/Evade
Biology	Gambling 27	Psych Xeno 25	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing 25		Shuttle Pilot 25	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech 10	Vehicle Op Wheel 10
Archaic	Interrogation 10	Sm Unit Tactics 20	
Staff Armed 30	Intimidate	Sports Gymnastics 35	Warp Drive Tech
H-T-H 60	Lang Caitian 10		Zoology
Modern 85		ST Cbt Tac/Str	
Computer Op 18	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture Caitian 8	Leadership 66	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 20	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 59	

NAME DANIELLE ZIPORAN

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11
12

UNCONSCIOUS SAVES

NATURAL	70
CURRENT	
SAVE (END/2 rd)	35
SAVE (END/4 rd)	17
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 50 NATURAL

PSI Vector 56

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 3
TOTAL.....= 1d10+6

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	85	80	82	PER SETTING
H-T-H	60	80	70	1d10+6
Staff	30	80	55	4d10+9

Action Point Table

A Opportunity Action

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Danielle Ziporan

SPECIES Human

P.O.B. Morallia V

BRANCH Security

RANK Lt. Cmdr

CURRENT ASSIGNMENT

AGE

SEX F

HT 5'6

WT 121

HAIR Auburn

EYES Brown

D.O.B.

STR	D
END	C
INT	D
DEX	B
CHA	D
COOL	D
LUC	D
PSI	E

Top Skills

1. Cbt, Mod B
2. Leader D
3. Cbt HTH D
4. ST Sec D
5. ST Sec D

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/F/(N)

230101.01

Service Record

Honors

SF Decoration for Valor
Purple Heart
Purple Heart

Assignments 22 Years Served

Cadet 1: ST Rep /2: Military /3: ST 1700 /4: Expl /5: Mili /6: ST Potemkin
Term 1 Exploration
Term 2 Merchant Marines
Term 3 Colonization
Term 4 Exploration
Term 5 ST Hood /Starbase 12
Term 6
Term 7
Term 8
Term 9
Term 10

Name Wilbur Milwright

Personal Notes and Lifepath

Family Homeworld: Sm Colony, est: 1yr old

Family SF/Fed, Vanished, I escaped

Parents: Both unknown

Childhood: OA Terraform on water

Siblings	Living	Age	Feelings	Standing
1.	Y/(N)/?	Y/(O)/T	Ht/Dis/N/Lk/Lv/(Hr)	A/(P)/E
2.	Y/N/(?)	Y/(O)/T	Ht/Dis/(N)/Lk/Lv/Hr	(A)/P/E
3.	Y/N/(?)	Y/(O)/T	Ht/Dis/N/Lk/(Lv)/Hr	A/P/(E)
4.	Y/N/(?)	Y/(O)/T	Ht/Dis/N/Lk/(Lv)/Hr	A/P/(E)
(5)	Y/N/(?)	Y/(O)/T	Ht/Dis/N/(Lk)/Lv/Hr	(A)/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy -

Cadet Betrayed, professional

Term

1. Rom Fast X's
2. En: ex-Fr, hate 'em, don't like ea other
3. Rom, unrequited love
4. Rom, Prob, She's messing around
5. En: Locals, hate me, desert/betray
6. (6)
7.
8.
9.
10.

Awards and Honors

Cadet -

Term

1. -
2. -
3. -
4. -
5. -
6.
7.
8.
9.
10.

Areas of Improvement

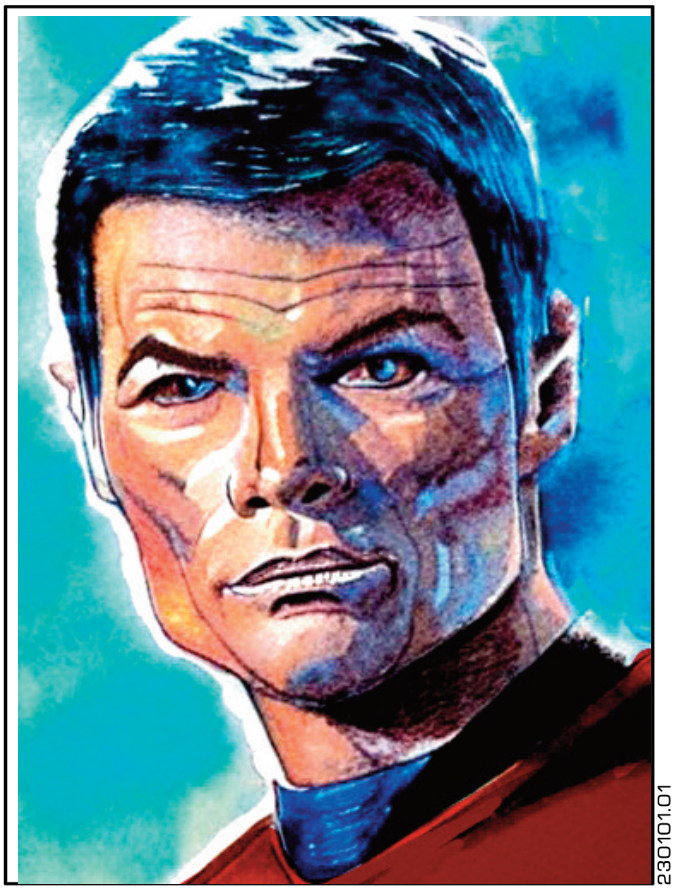
Skills	Attribute
1 Lang, K'Zin	**DEX**
2 Streetwise	
3 Psych, K'Zin	

History and Notes

"Great talent ripens late" Indeed, it was not until aboard the Enterprise that Wilbur began to shine in his duty. While an exceptional fighter with several highlighted skills, mediocrity best sums up Wilbur's repertoire. Where Wilbur could be a C, he is a D; where an F, an actual G rating. Nevertheless, competence is shown where claimed. Wilbur's greatest difficulty is communication; which will have to be explained to him at some point by friend or superior.

Dreams and Direction

Ideally, spin the childhood fascination with the K'Zin into an assignment with the K'Zin Protectorate Bureau. Wilbur recently came to suspect the disappearance of his parents was at the hands of K'Zin raiders. It will mean concentrating on the studies for a time, but would be well worth it for potential closure to this bitter memory of the past.



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STARFLEET OFFICER RECORD

NAME WILBUR MILWRIGHT

NAME	Wilbur Milwright
AGE	39
SPECIES	Human
P.O.B.	Greensward
SEX	M
HT	5'9
WT	165
RANK	Lt
BRANCH	Security
HAIR	Brown
EYES	Blue
ASSIGNMENT	
D.O.B.	

230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
											Cadet Cruise / ST FARRAGUT / -
1st		■							3	PO	ST FARRAGUT / -
2nd						■			5	PO	SB#3 / -
3rd					■				4	AV	-
4th				■					1	AV	-
5th		■							3	EX	ST ENTERPRISE / -
6th									3		Current Just starting
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS 12k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	61	60	59	61	29	09

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
60	50	61	48	50

Administration 20	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops 10	Oceanography	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise 19
Art Sculpture 25	Federation Law 25	Philosophy	Survival Arctic 41
	Forgery		
Astron/Atrophys 10	Gaming 20	Physics 8	Track/Evade
Biology	Gambling	Psych K'Zin 19	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech 28	Scrounge	Transporter Tech.
Burglary	History	Seduction	Trivia
Carousing 20		Shuttle Pilot 25	
Chemistry 20	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech. 25	Vehicle Op Wheel 10
Archaic	Interrogation 42	Sm Unit Tactics 36	
Sword Armed 20	Intimidate	Sports	Warp Drive Tech
H-T-H 87	Lang K'Zin 19		Zoology
Modern 75		ST Cbt Tac/Str.	
Computer Op 10	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership 10	ST Engineering	
	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 50	

NAME WILBUR MILWRIGHT

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 29 NATURAL

PSI Vector 43

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 4
TOTAL.....= 1d10+7

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	75	60	67	PER SETTING
H-T-H	87	60	73	1d10+7
Sword	20	60	40	4d10+4

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

230101.01

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Wilbur Milwright

SPECIES Human

P.O.B. Greensward

BRANCH Security

RANK Lt.

CURRENT ASSIGNMENT

AGE	39
SEX	M
HT	5'9
WT	165
HAIR	Brown
EYES	Blue
D.O.B.	

STR	D
END	D
INT	D
DEX	D
CHA	D
COOL	D
LUC	F
PSI	H

Top Skills

1. Cbt HTH B
2. CBT, Mod, C
3. ST Sec D
4. Interrog E
5. Srv, Arctic E

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/F (N)

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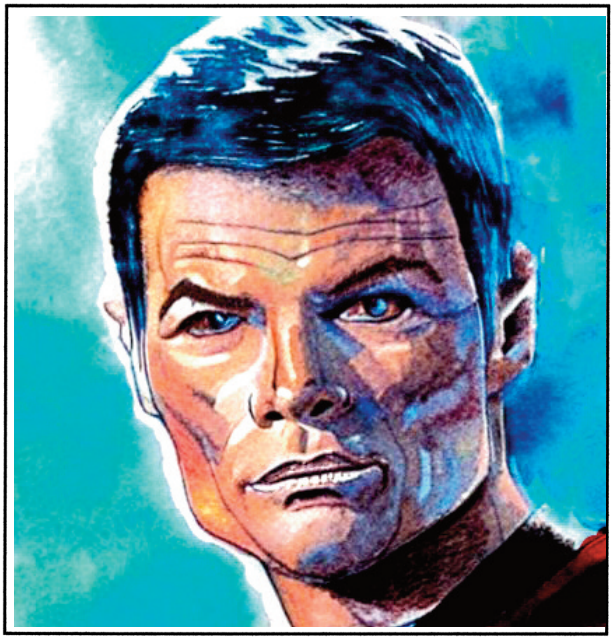
Service Record

Honors

-



Assignments 16 Years Served

Cadet	ST Farragut
Term 1	ST Farragut
Term 2	Starbase 3
Term 3	Merchant Marine
Term 4	Colonization
Term 5	ST Enterprise
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Kreela Myo

Personal Notes and Lifepath

Family Homeworld: Lone Outpost

Family Starfleet, okay

Parents: Both Alive

Childhood: open Air, natural

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy Rom, Probs, Jealous of me

Cadet Local Trouble

Term
1 Romance, happy
2 -
3
4
5
6
7
8
9
10

Areas of Improvement

Skills	Attribute
1 Sm Unit Tactics	**DEX**
2 Cbt, HTH	
3 Cbt, Mod	

Awards and Honors

Cadet -

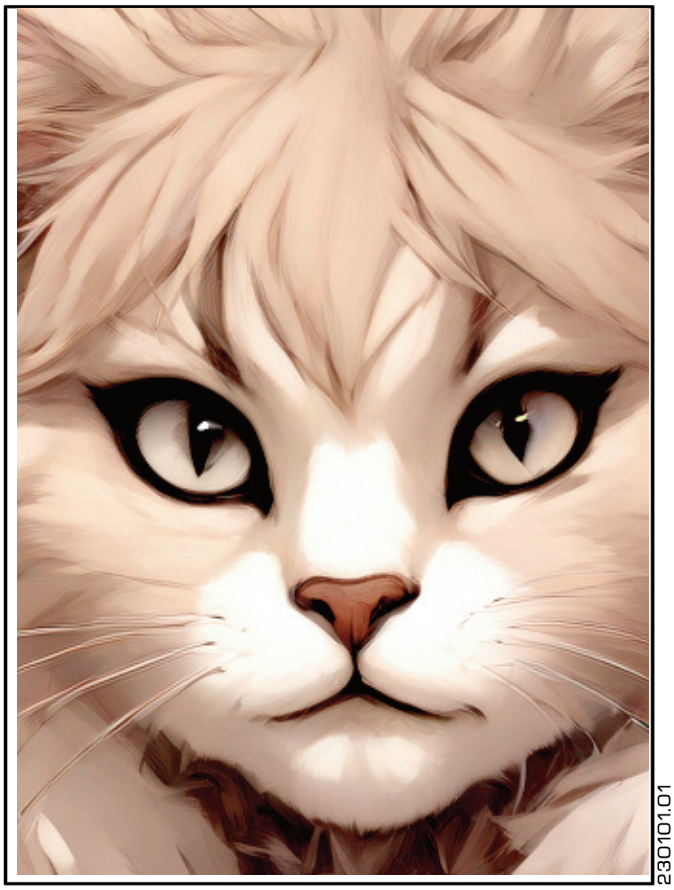
Term
1 -
2 -
3
4
5
6
7
8
9
10

History and Notes

An all-around solid officer, Myo's 7yr stint in the Merchant Marine has taken her across the Federation though offered few opportunities to shine. Her year aboard the Excalibur was the most varied duties to date. After awhile, the Merchant Marine becomes staid. There are benefits and detractions to each and a galaxy to explore.

Dreams and Direction

Though in for 7yrs, Starfleet is still very new with lots of potential ahead. With the completion of this term just ahead, it will be time to sign up again for another -and another and another.



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STARFLEET OFFICER RECORD

NAME Kreela Myo | AGE 31
SPECIES CAITIAN | P.O.B. NARVAL | SEX F | HT 5'5
RANK LT. | WT 90
BRANCH SECURITY | HAIR CREAM
ASSIGNMENT | EYES GOLD
D.O.B. | 230101.01

NAME KREELA MYO

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	
1st	■ Passed
2nd	
3rd	
4th	
5th	
6th	

ACTIVE DUTY	Term Length	Efficiency	
1st	4	AV	-
2nd	3	AV	-
3rd	4		Current, 4yrs in
4th			
5th			
6th			
7th			
8th			
9th			
10th			

Personal/Family Notes

CREDITS 9k

Awards, Honorifics and Notes

Cadet Cruise: ST EXCALIBUR, -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
56	70	60	76	66	78	55	64

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
72	Caitian +05 62	69	62	57

Administration 10	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops 16	Oceanography	Stealth/Hide 19
	Federation History 18	Pers Wpn Tech	Streetwise
Art	Federation Law 30	Philosophy	Survival Arctic 25
	Forgery		Desert 15
Astron/Atrophys 10	Gaming	Physics	Track/Evade
Biology	Gambling	Psych Compar Hum/Cait 17	Trade & Commerce
Botany	Geology		Transporter Ops
Bribery	Hvy Wpns Op/Tech 24	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing		Shuttle Pilot 25	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops 26
Combat	Instruction 10	Sm Equip Tech 18	Vehicle Op Grav 19
Archaic	Interrogation 19	Sm Unit Tactics 37	
Staff Armed 30	Intimidate	Sports	Warp Drive Tech
H-T-H 40	Lang Human 10		Zoology
Modern 40		ST Cbt Tac/Str	
Computer Op 10	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture Human 40	Leadership 10	ST Engineering	
K'Zin 20	Life Support Tech	ST Helm	
Dmg Ctrl Proc 10	Materials Science	ST Navigation	
Def Shield Tech	Mechanics	ST Security 60	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11
12

UNCONSCIOUS SAVES

NATURAL	70
CURRENT	
SAVE (END/2 rd)	35
SAVE (END/4 rd)	17
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 55 NATURAL

PSI Vector 63

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 2
TOTAL.....= 1d10+5

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 1
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	40	76	58	PER SETTING
H-T-H	40	76	58	1d10+5
Staff	30	76	53	4d10+8

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Kreela Myo

SPECIES: Caitian

P.O.B.: Norval

BRANCH: Security

RANK: Lt.

CURRENT ASSIGNMENT

AGE	31
SEX	F
HT	5'4
WT	90
HAIR	Cream
EYES	Gold
D.O.B.	

STR	D
END	C
INT	D
DEX	C
CHA	D
COOL	C
LUC	D
PSI	D

Top Skills

1. ST Sec D
2. Cult, Hum E
3. Cbt, Mod E
4. Cbt HTH E
5. SmUnitTac F

...

Dept Head Y/(N)

Cmd School Y/(N)

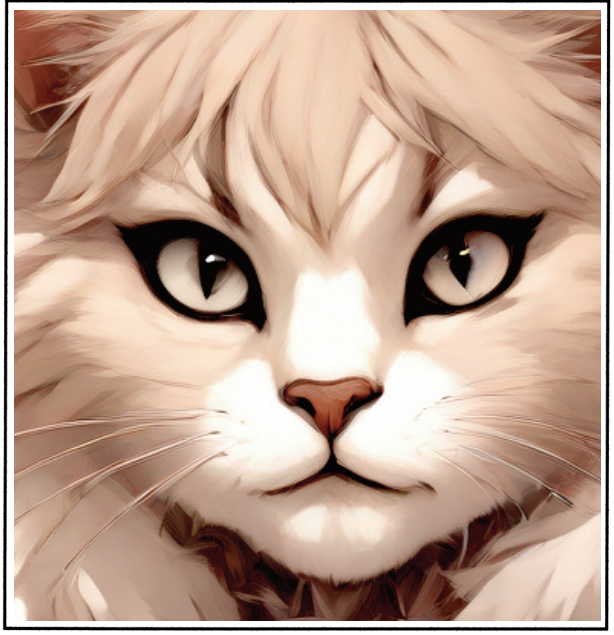
Contact Team Certified? Y/(N) F

230101.01

Service Record

Honors

-



Assignments 11 Years Served

Cadet ST Excalibur
Term 1 Merchant Marines
Term 2 Merchant Marines
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Drummon Ohn

Personal Notes and Lifepath

Family Homeworld: Ship/Envio domes

Family Leaders (Planetary), Okay

Parents: Both Alive

Childhood: on the street

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy Friend, Like brother

Cadet Romance, Happy

Term
1 -
2 Headache, Betrayal, personal
3 -
4
5
6
7
8
9
10

Areas of Improvement

Skills	Attribute
1 Sm Unit Tactics	**COOL**
2 Leadership	
3 Stealth/Hide	

Awards and Honors

Cadet -

Term
1 -
2 -
3 -
4
5
6
7
8
9
10

History and Notes

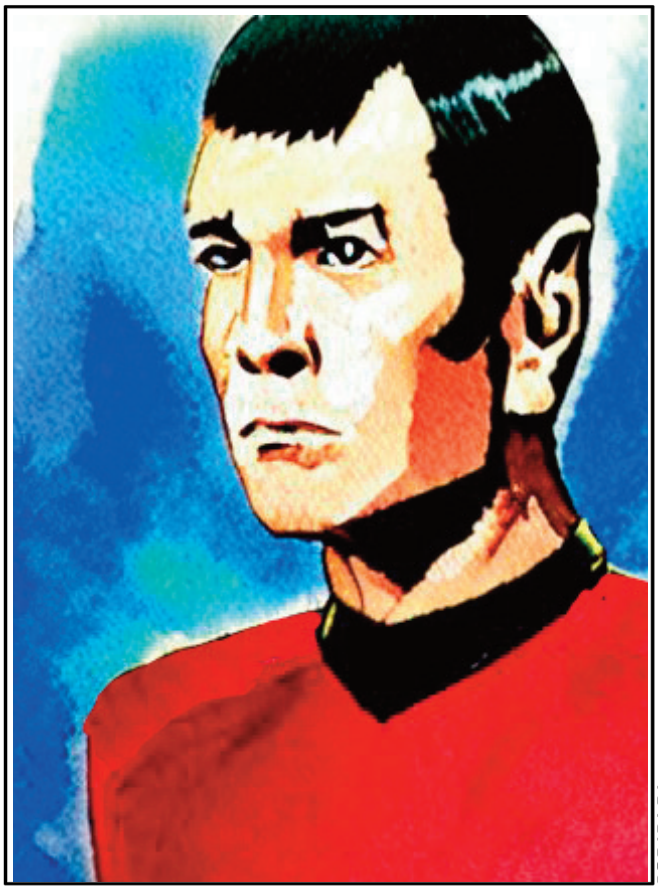
While a licensed shuttle pilot and very good in a fight, Drummon's best skills are seen sharking the local pool table and chatting folks up. Coming from a big family helps, but is also the source of his short fuse. Throw in some unnaturally bad luck and Drummon's misfortune's outweigh the gold .

More interested in pursuing the moment than longer term, the trait manifests in his lackadaisical attention to paperwork, a failing that will land him in ever greater trouble if not forcibly addressed.

Dreams and Direction

Performing his work during the day and pursuing his hobbies at night, Drummon could be doing the same anywhere, he just happens to be doing it here, now.

With no particular pursuits or interests outside of his sports, it will take external pressures to expose him to deeper dreams and pursuits that life has to offer.



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STARFLEET OFFICER RECORD

NAME Drumonn Ohn | AGE 30
SPECIES HUMAN | P.O.B. CYCLOPUS | SEX M | HT 6'1 | WT 176
RANK LT JG | HAIR BLACK
BRANCH SECURITY | EYES BROWN
ASSIGNMENT | D.O.B.

230101.01

NAME DRUMMON OHN

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st				■				■			
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency	
1st			■						2	AV	-
2nd					■				4	PO	-
3rd									1	AV	-
4th									5		Current
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes
Failing: Doesn't pay attention to his paperwork.

CREDITS 3.6k

Awards, Honorifics and Notes
Cadet Cruise -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
67	60	70	70	65	54	01	19

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
59	35	62	30	35

Administration . . . 10	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics	Negot/Diplomacy. . . .	ST Weapons Tech . .
Archaeo	Enviosuit Ops . . . 10	Oceanography . . .	Stealth/Hide . . . 10
. . . .	Federation History . 29	Pers Wpn Tech . . 25	Streetwise . . . .
Art	Federation Law . . . 25	Philosophy	Survival Tropical. 20
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming	Physics	Track/Evade. . . .
Biology	Gambling 21	Psych Klingon. 10	Trade & Commerce. .
Botany	Geology	. . . .	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech . .	Scrounge 15	Transporter Tech. . .
Burglary	History	Seduction	Trivia . . . .
Carousing 25	. . . .	Shuttle Pilot 25	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech . .	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 10	Vehicle Op Grav. 10
Archaic . . .	Interrogation 10	Sm Unit Tactics . . 20	. . . .
Club Armed . . . 35	Intimidate	Sports Billiards. 40	Warp Drive Tech . .
H-T-H . . . 60	Lang Klingon. 10	. . . .	Zoology . . . . .
Modern . . . 70	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture UFP Sports Associations 19	Leadership 10	ST Engineering	. . . .
Dmg Ctrl Proc . . .	Life Support Tech .	ST Helm	. . . .
Def Shield Tech . .	Materials Science. .	ST Navigation	. . . .
	Mechanics	ST Security 50	. . . .

ACTION POINTS	UNCONSCIOUS SAVES				
1	NATURAL 60	WOUND FATIGUE STUN	LUC Pool 1 NATURAL	PSI Vector 51	((INT+CHA+PSI)/3) rd
2	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3	SAVE (END/2 rd) 30				
4	SAVE (END/4 rd) 15				
5	UNC (END/10 rd) 6				
6					
7					
8					
9					
10					
11					

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 3
TOTAL.....= 1d10+6

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 1
TOTAL.....= 4

TO HIT TABLE
(SKILL + DEX)/2=TOHIT DMG

Modern	70	70	70	PER SETTING
H-T-H	60	70	65	1d10+6
Club	35	70	52	2d10+4

Action Point Table

Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

230101.01

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Drummon Ohn

SPECIES Human

P.O.B. Cyclopus

BRANCH Security

RANK Lt. J.G.

CURRENT ASSIGNMENT

AGE	30
SEX	M
HT	6'1
WT	175
HAIR	Black
EYES	Brown
D.O.B.	

STR	D
END	D
INT	C
DEX	C
CHA	D
COOL	D
LUC	H
PSI	G

Top Skills

1. Cbt, Mod C
2. Cbt, HTH D
3. ST Sec D
4. Billiards E
5. Cbt, Club F

...

Dept Head Y/(N)

Cmd School Y/(N)

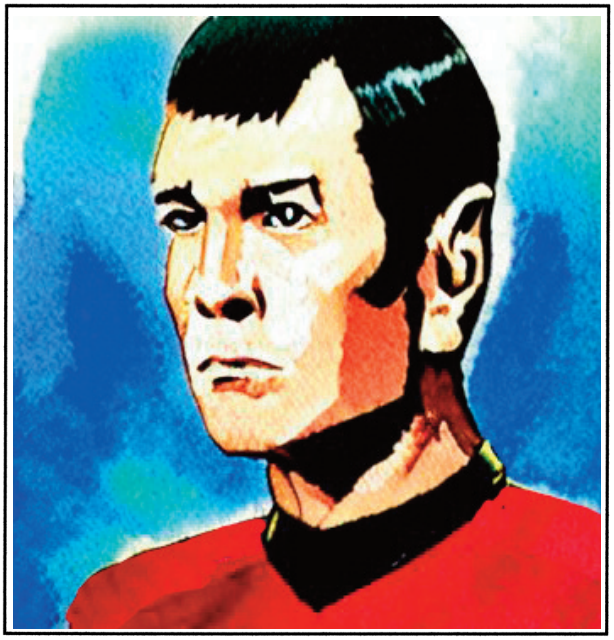
Contact Team Certified? Y/(N) F

230101.01

Service Record

Honors

-



Assignments 7 Years Served

Cadet	Colonization
Term 1	Military
Term 2	Merchant Marines
Term 3	Merchant Marines
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Roland Korg

Personal Notes and Lifepath

Family Homeworld: Earth

Family Star Fleet Bureaucrats, okay

Parents: Sep, Mother Alive

Childhood: Utopia

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills	Attribute
1 Sm Unit Tactics	**CHA**
2 Instruction	
3 Carousing	

Awards and Honors

Cadet

Lifepath

Academy En: Ex-Friend, Mutual, desertion

Cadet Romance, Happy

Term	
	1
	2
	3
	4
	5
	6
	7
	8
	9
	10

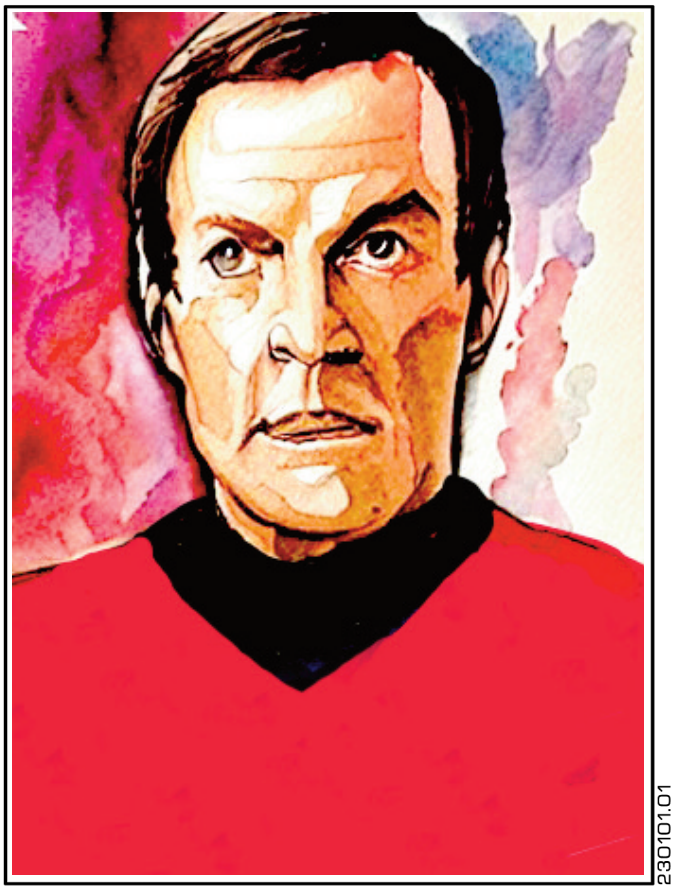
Term	
	1 -
	2 Romance, Fast X's
	3 Senseii +08 Marks, Mod
	4
	5
	6
	7
	8
	9
	10

History and Notes

An exceptionally well-skilled person for his age, Rollie's poor showing at Starbase 12 definitely cast a shadow over the promotion board's review. A competent instructor at the Academy, the military did not interest Lt. Korg despite being a crack shot and solid tactician. If anything is holding him back, it is his shy nature.

Dreams and Direction

Rollie expects that service in the Exploration Division or aboard a Starship is where the real juice resides, testing yourself against the unknown. Coming from a Starfleet family, there is little other in Rollie's mind for living life.



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STARFLEET OFFICER RECORD

NAME ROLAND KORG

NAME	Roland Korg
AGE	33
SPECIES	HUMAN
P.O.B.	EARTH
SEX	M
HT	5'10
RANK	LT. J.G.
WT	160
BRANCH	SECURITY
HAIR	BROWN
ASSIGNMENT	
EYES	BROWN
D.O.B.	

230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st			■					■		
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY											Term Length	Efficiency	
1st							■				4	AV	-
2nd			■								3	AV	-
3rd						■					2	PO	SB # 12 / -
4th											3		Current, 1yr in
5th													
6th													
7th													
8th													
9th													
10th													

Personal/Family Notes

CREDITS 30k

Awards, Honorifics and Notes

Cadet Cruise -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
60	60	60	80	58	70	11	03

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	PERSEVERENCE (INT+LUC)/2 round down
64	35	65	35	35

Administration . . . 10	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services . . . .
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal	Electronics	Negot/Diplomacy. . . .	ST Weapons Tech . .
Archaeo	Enviosuit Ops . . . 10	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 20	Pers Wpn Tech . .	Streetwise . . . .
Art	Federation Law . . . 41	Philosophy Survey of . 10	Survival Tropical . 49
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming	Physics	Track/Evade. . . .
Biology	Gambling 32	Psych	Trade & Commerce. . . .
Botany	Geology	. . . .	Transporter Ops . . .
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech. .
Burglary	History	Seduction	Trivia . . . .
Carousing 15	. . . .	Shuttle Pilot 25	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech	Variable-G Ops . .
Combat	Instruction 38	Sm Equip Tech. . . 10	Vehicle Op Tracked . 10
Archaic	Interrogation 10	Sm Unit Tactics . . 39	. . . .
Club Armed . . . 49	Intimidate	Sports Moon Golf . 30	Warp Drive Tech . .
H-T-H . . . 62	Lang Klingon . 10	. . . .	Zoology . . . . .
Modern . . . 81	. . . .	ST Cbt Tac/Str. . .	. . . .
Computer Op . . .	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture	Leadership 10	ST Engineering	. . . .
. . . .	Life Support Tech . .	ST Helm	. . . .
Dmg Ctrl Proc . . .	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . .	Mechanics	ST Security 50	. . . .

NAME ROLAND KORG

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11
12

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 11 NATURAL

PSI Vector 40

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 3
TOTAL.....= 1d10+6

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 2
TOTAL.....= 5

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	81	80	80	PER SETTING
H-T-H	62	80	71	1d10+6
Club	49	80	64	2d10+5

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Roland Korg

SPECIES Human

P.O.B. Earth

BRANCH Security

RANK Lt. J.G.

CURRENT ASSIGNMENT

AGE	33
SEX	M
HT	5'10
WT	160
HAIR	Brown
EYES	Brown
D.O.B.	

STR	D
END	D
INT	D
DEX	B
CHA	D
COOL	C
LUC	G
PSI	H

Top Skills

1. Cbt Mod B
2. Cbt HTH D
3. ST Security D
4. Cbt, Club E
5. Srv, Trop E

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/F/(N)

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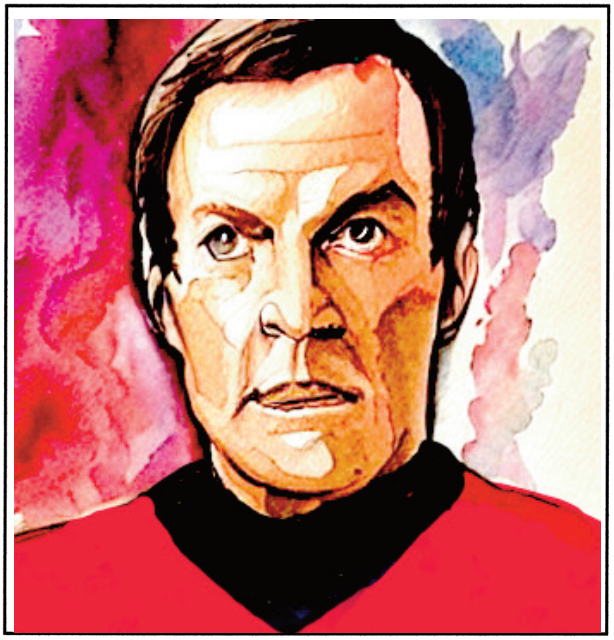
Service Record

Honors

-



Assignments 10 Years Served

Cadet	Military
Term 1	Academy Instructor
Term 2	Military
Term 3	Starbase 12
Term 4	
Term 5	
Term 6	
Term 7	
Term 8	
Term 9	
Term 10	

Name Ti'Pann

Personal Notes and Lifepath

Family Homeworld: Vulcan, Open Air, Nat

Family Scientists, okay

Parents: Separated, both alive

Childhood: Utopia

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	(Y)/N/?	(Y)/O/T	Ht/Dis/(N)/Lk/Lv/Hr	A/P/(E)
2.	Y/(N)/?	(Y)/O/T	Ht/Dis/N/(Lk)/Lv/Hr	A/(P)/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills	Attribute
1 LifeSuppTech	**COOL**
2 ST Services	
3 Psych, Human	

Awards and Honors

Cadet Commendation

Term
1 -
2 SF Dec for Conspicuous Gallantry
3 Commendation
4 -
5 -
6 SF Decoration for Valor
7 Legion of Honor with Cluster
8 -
9
10

Lifepath

Academy -

Cadet Friend, Big Bro

Term
1 Romance, Most satisfactory
2 Romance, Most prodigious
3 Friend, Colleague
4 En: SBStaff, disregard them, accused me coward
5 -
6 -
7 -
8 Romance, Most prodigious
(9)
10

230101.01

History and Notes

Utilizing her ST Services and Computer Operations at overwhelming risk to self, Ti'Pann singlehandedly defeated a combined K'Zin/Bandit assault upon Starbase 7 while simultaneously rescuing a hundred civilians. It is for acts such as these that the Legion of Honor is awarded. The ensuing promotion to the Admiralty, the publicity, the speakerships and spotlight was so anti-thetical to Ti'Pann humility, that the following term was mired in poor performance evaluations. With that now years behind, this recent term was much more copesetic.

Dreams and Direction

With an A-7 Admin, A-5 Computer Op and A-2 Leadership, there are few places Ti'Pann could go and not secure top regards. Starfleet is the logical option for now having only just begun to explore the potentialities the Flag ranks have to offer. A deep integration to Starfleet command would be ideal for the positive benefits to the self and the service.

STARFLEET OFFICER RECORD

NAME Ti'Pann
AGE 71
SPECIES Vulcan
P.O.B. Vulcan
SEX F
HT 5'5
RANK Admiral
WT 98
BRANCH Services
HAIR Black
ASSIGNMENT
EYES Brown
D.O.B.
230101.01

NAME TI'PANN

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st			■						■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency	Awards, Honorifics and Notes: Cadet Cruise	Commendation
1st					■				3	PO	-	
2nd					■				3	AV	SF Dec for Consp Gallantry	
3rd			■						3	AV	Commendation	
4th	D								1	-	-	
5th				■					3	AV	-	
6th						■			2	AV	SB 13 / SF Dec for Valor	
7th						■			5	AV	SB 7 / Legion Honor with Cluster	
8th						■			2	PO	SB 7 / -	
9th									2		Current, just finishing	
10th												

Personal/Family Notes

CREDITS 86.4k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
78	76	70	70	75	87	53	72

FOOLIES (CHA+COOL)/2 round down	Vulcan -10	PERCEPTION (INT+LUC)/2 round down	Vulcan +10	FOCUS (INT+COOL)/2 round down	Vulcan +10	PERSEVERENCE (END+LUC)/2 round down	Vulcan +10	(INT+LUC)/2 round down	Vulcan +10
71		71		88		74		71	

Administration	97	Demolitions		Medicine		ST Sensors	
Anthrop		Disguise				ST Services	82
		Ecology		Meteorology		ST Weapon Ops	
Appraisal		Electronics		Negot/Diplomacy	61	ST Weapons Tech	
Archaeo		Enviosuit Ops		Oceanography		Stealth/Hide	
		Federation History	27	Pers Wpn Tech		Streetwise	11
Art Vulcan Lyre	51	Federation Law	51	Philosophy		Survival	
		Forgery					
Astron/Atrophys		Gaming	30	Physics		Track/Evade	
Biology		Gambling		Psych Human	30	Trade & Commerce	
Botany		Geology				Transporter Ops	25
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing				Shuttle Pilot			
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	20	Sm Equip Tech	20	Vehicle Op	
Archaic		Interrogation		Sm Unit Tactics			
Ahn-Woon Armed	10	Intimidate		Sports		Warp Drive Tech	
H-T-H	10	Lang Human	50			Zoology	
Modern	10			ST Cbt Tac/Str			
Computer Op	95	Law		ST Comm Proc			
Computer Tech	29			ST Comm Tech			
Culture Human	27	Leadership	92	ST Engineering			
		Life Support Tech	20	ST Helm			
Dmg Ctrl Proc	35	Materials Science		ST Navigation			
Def Shield Tech	10	Mechanics		ST Security	10		

ACTION POINTS
1
2
3
4
5
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7
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9
10
11

UNCONSCIOUS SAVES

NATURAL	76
CURRENT	
SAVE (END/2 rd)	38
SAVE (END/4 rd)	19
UNC (END/10 rd)	7

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 53 NATURAL

PSI Vector 72

PSI Pool 72 NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 0
TOTAL.....= 0

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	10	70	40	PER SETTING
H-T-H	10	70	40	2d10
Ahn-Woon	10	70	40	1d10+3

Action Point Table

Ⓐ *Opportunity Action*

Position Change	
Ⓐ Turn in Place	1
Stand-to-Sit or reverse	1
Ⓐ Stand-to-Kneel or reverse	1
Ⓐ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Ⓐ Short Communication	1
Draw and Ready Device	2
Ⓐ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Ⓐ Quick-Draw and Fire	3
Ⓐ Fire Ready Weapon	1
Ⓐ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Ⓐ Attack	min. 3
Ⓐ Parry/Defend	min. 2
Ⓐ Dodge	min. 3
Ⓐ Duck Thrown Weapon	2
Ⓐ Hide in Same Square	1
Ⓐ Hide in Adjacent Square	4
Ⓐ Roll Sideways	2
Ⓐ Drop-to-Ready	1
Ⓐ Drop-to-Prone	0
Ⓐ Dive to Prone	2
Ⓐ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Ti'Pann

SPECIES Vulcan

P.O.B. Vulcan

BRANCH Services

RANK Admiral

CURRENT ASSIGNMENT

AGE 71

SEX F

HT 5'5

WT 98

HAIR Black

EYES Brown

D.O.B.

STR	C
END	C
INT	C
DEX	C
CHA	C
COOL	B
LUC	D
PSI	C

Top Skills

1. Leader A
2. Comp Op A
3. Admin A
4. ST Services B
5. Negot/Diplo D

...

Dept Head Y/(N)

Cmd School (Y)/N

Contact Team Certified? Y/(N) F

230101.01

Service Record

Honors

Commendation
SF Dec for Consp Gall
Commendation
SF Dec for Valor
Legion of Honor with Cluster

Assignments 24 Years Served

Cadet	Exploration
Term 1	Merchant Marines
Term 2	Merchant Marines
Term 3	Exploration
Term 4	Colonization
Term 5	Colonization
Term 6	Starbase 13
Term 7	Starbase 7
Term 8	Starbase 7
Term 9	
Term 10	

Name Victor Fodero

Personal Notes and Lifepath

Family Homeworld: Non-member, shallow underground

Family Local Leaders, Danger, imprisoned, only I escaped

Parents: Fate unknown

Childhood: Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/(?)	Y/O/(T)	Ht/(Dis)/N/Lk/Lv/Hr	(A)/P/E
2.	Y/N/(?)	Y/(O)/T	Ht/Dis/(N)/Lk/Lv/Hr	A/(P)/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

	Skills	Attribute
1	Lang, Klingon	-
2	Psych, Orion	
3	Fed History	

Awards and Honors

Cadet Honors / -

Term

1 SF Dec for Gallantry
2
3
4
5
6
7
8
9
10

Lifepath

Academy En: Ex-Fr, Mutual, Lost face

Cadet Mentor Orion Space Law, 18

Term

1 Rom, Fast X's
2 -
3 En: Rel, Mutual, lost face
4 Big Creds! +90kcr!
5 Fr: Local owes a favor
6 Big Creds! + 30kcr!
(7)
8
9
10

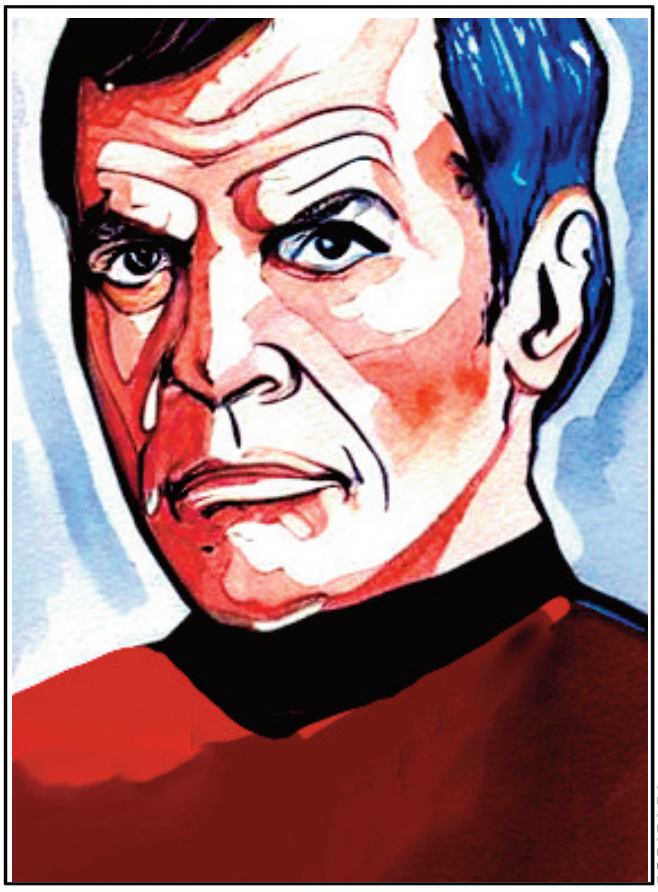
History and Notes

Hailing from the Triangle, Victor has worked his entire life and used every administrative and diplomatic avenue to find and free his family, though their fate remains unknown. It is his commitment to them that has driven him these past 40yrs of his life. An Orion pirate attack stopped by the Orion Space Navy with everyone taken away but for he, who escaped.

Initially unprepared for greater duties, Victor floundered after Department School but gathered his pace to achieve the higher echelons.

Dreams and Direction

The end of this term is 25yurs good service. With savings in hand, it could be time to take the search out of Star Fleet channels and make his own in-roads as a private citizen.



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STARFLEET OFFICER RECORD

NAME VICTOR FODERO

NAME	Victor Fodero
AGE	44
SPECIES	HUMAN
P.O.B.	DERIGO
SEX	M
HT	5'11
RANK	COMMODORE
WT	170
BRANCH	SERVICES
HAIR	BLUE
ASSIGNMENT	MINOR DIPLO
EYES	BLACK
D.O.B.	

230101.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR

CADET CRUISE	Passed	Honors	High Honors
1st		■	
2nd			
3rd			
4th			
5th			
6th			

Personal/Family Notes

CREDITS 164k

ACTIVE DUTY		Term Length	Efficiency	Awards, Honorifics and Notes: Cadet Cruise	Grad Honors / -
1st		3	AV	ST Hood / SF Dec for Gallantry	
2nd		4	AV	-	
3rd	D	1	-	-	
4th		4	PO	-	
5th		3	AV	-	
6th		4	AV	ST Lexington / -	
7th		5		Current, 2yrs in	
8th					
9th					
10th					

STR	END	INT	DEX	CHA	COOL	LUC	PSI
62	61	75	61	75	60	63	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
67	69	67	62	69

Administration 93	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services 60
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 60	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography 14	Stealth/Hide
	Federation History 20	Pers Wpn Tech	Streetwise 30
Art Appreciation 10	Federation Law 47	Philosophy	Survival
	Forgery		
Astron/Atrophys 18	Gaming	Physics	Track/Evade
Biology	Gambling 28	Psych Orion 45	Trade & Commerce
Botany	Geology		Transporter Ops 25
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech.
Burglary	History	Seduction 31	Trivia
Carousing 60		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 20	Sm Equip Tech. 28	Vehicle Op Grav. 10
Archaic	Interrogation	Sm Unit Tactics 10	
baton Armed 10	Intimidate	Sports Cometball 24	Warp Drive Tech
H-T-H 20	Lang Klingon 15		Zoology
Modern 18	Orion 80	ST Cbt Tac/Str.	
Computer Op 59	Law Orion Space Law 18	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture Orion 60	Leadership 50	ST Engineering	
	Life Support Tech 20	ST Helm	
Dmg Ctrl Proc 30	Materials Science	ST Navigation	
Def Shield Tech 10	Mechanics	ST Security 10	

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 63 NATURAL	PSI Vector 50	((INT+CHA+PSI)/3) rd
1		61				
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 30				
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	18	61	38	PER SETTING
H-T-H	20	61	40	1d10+4
Baton	10	61	35	2d10+3

Action Point Table

A = *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Victor Fodero

SPECIES Human

P.O.B. Derigo

BRANCH Services minor Diplo

RANK Commodore

CURRENT ASSIGNMENT

AGE	44
SEX	M
HT	5'11
WT	170
HAIR	Blue
EYES	Black
D.O.B.	

STR	D
END	D
INT	C
DEX	D
CHA	C
COOL	D
LUC	D
PSI	H

Top Skills

1. Admin A
2. Lang, Orion B
3. Neg/Diplo C
4. Cult, Orion D
5. ST Services D

...

Dept Head Y/(N)

Cmd School (Y)/N

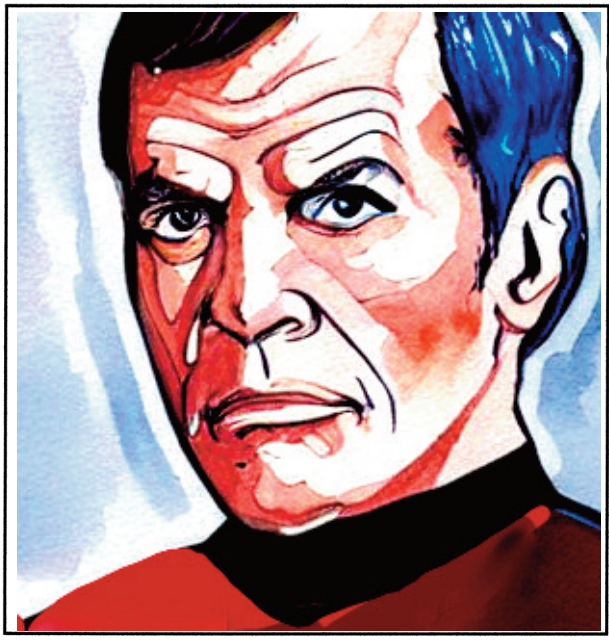
Contact Team Certified? Y/(N)/F

230101.01

Service Record

Honors

Grad Honors
SF Dec for Gallantry



Assignments 21 Years Served

Cadet	Military
Term 1	ST Hood
Term 2	Military
Term 3	ST Hood
Term 4	Exploration
Term 5	Merchant Marine
Term 6	ST Lexington
Term 7	
Term 8	
Term 9	
Term 10	

Name T'Kay

Personal Notes and Lifepath

Family Homeworld: Space Station K-1

Family Researchers, okay

Parents: Both alive

Childhood: Restricted Envio

Siblings	LIVING	AGE	FEELINGS insofar as Vulcans have	STANDING
1.	(Y)N/?	(Y)O/T	Ht/Dis/N/Lk/Lv/(Hr)	A/P/E
2.	(Y)N/?	Y/(O)/T	Ht/(Dis)/N/Lk/Lv/Hr	A/P/E
3.	Y/(N)/?	Y/(O)/T	Ht/Dis/N/(Lk)/Lv/Hr	A/P/E
4.	(Y)N/?	Y/(O)/T	Ht/(Dis)/N/Lk/Lv/Hr	A/P/E
5.	Y/(N)/?	Y/(O)/T	(Ht)/Dis/N/Lk/Lv/Hr	A/P/E
6.	(Y)N/?	(Y)O/T	Ht/(Dis)/N/Lk/Lv/Hr	A/P/E
(7)	Y/(N)/?	(Y)O/T	(Ht)/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy Friend, Colleague

Cadet Trainer +3 CHA

Term

1. En: Rel, displeased w/ea other
2. Friend, Relative
3. En: Locals, hate me, major humil
4. En: Planet Official, hate me, lost face
5. -
6. -
7.
8.
9.
10.

Areas of Improvement

Skills	Attribute
1 ST Services	**COOL**
2 Fed Law	
3 Fed History	

Awards and Honors

Cadet Commendation

Term

1. -
2. SF Honor Roll
3. Karagite Order of Heroism
4. -
5. -
6. -
7.
8.
9.
10.

History and Notes

While T'Kay's parents were open-minded to leaving Vulcan for work in Star Fleet, T'Kay's dismay and yearning to have been born on Vulcan frustrated her youth.

Consequently, while Vulcans can normally seem highly confrontational, T'Kay pushed it further. She was highly disliked by most she met. While those days are further behind, T'Kay can be quite abrasive for those unprepared for such reactions.

It is T'Kay's A-9 Admin and B-5 ST Services where the sunshine appears. These two skills alone assure her of a fit future in Star Fleet Command.

Dreams and Direction

T'Kay's sublime understanding of organizational charts, directives and procedures could easily consume the rest of her life -and to the Federation's greater benefit.

With only 17 years into the service, there are certainly many more decades of advancement ahead.

230101.01

STARFLEET OFFICER RECORD

NAME T'Kay
SPECIES Vulcan
P.O.B. SpSt K-1
RANK Captain
BRANCH Services
ASSIGNMENT
AGE 65
SEX F
HT 5'7
WT 112
HAIR Black
EYES Violet
D.O.B.
230101.01

NAME T'KAY

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st			■						■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY		SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Cadet Cruise	Commendation
1st					■					3	PO	-	
2nd			■							2	EX	SF Honor Roll	
3rd		■								2	AV	ST Excalibur / Karagite Order of Heroism	
4th			■							5	AV	-	
5th					■					4	AV	-	
6th	D									1	-	-	
7th										1		Current, mid way	
8th													
9th													
10th													

Personal/Family Notes

CREDITS 91.8k

Awards, Honorifics and Notes

STR	END	INT	DEX	CHA	COOL	LUC	PSI
86	73	70	65	68 (65+3 Trainer)	57	08	07

FOOLIES (CHA+COOL)/2 round down	Vulcan -10	PERCEPTION (INT+LUC)/2 round down	Vulcan +10	FOCUS (INT+COOL)/2 round down	Vulcan +10	PERSEVERENCE (END+LUC)/2 round down	Vulcan +10	(INT+LUC)/2 round down	Vulcan +10
52		49		73		50		49	

Administration	99	Demolitions		Medicine Vulcan	10	ST Sensors	18
Anthrop		Disguise				ST Services	85
		Ecology		Meteorology		ST Weapon Ops	
Appraisal		Electronics		Negot/Diplomacy	45	ST Weapons Tech	
Archaeo		Enviosuit Ops	11	Oceanography		Stealth/Hide	
		Federation History	10	Pers Wpn Tech		Streetwise	
Art		Federation Law	39	Philosophy Nome	13	Survival	
		Forgery					
Astron/Atrophys		Gaming	6	Physics	14	Track/Evade	
Biology		Gambling		Psych Human	40	Trade & Commerce	
Botany		Geology				Transporter Ops	25
Bribery		Hvy Wpns Op/Tech		Scrounge		Transporter Tech	
Burglary		History		Seduction		Trivia	
Carousing				Shuttle Pilot			
Chemistry		Holotechnology		Shuttle Sys Tech		Variable-G Ops	
Combat		Instruction	40	Sm Equip Tech	10	Vehicle Op	
Archaic		Interrogation	15	Sm Unit Tactics			
Lirpa Armed	40	Intimidate		Sports		Warp Drive Tech	10
H-T-H	22	Lang Human	59			Zoology	
Modern	17			ST Cbt Tac/Str			
Computer Op	50	Law		ST Comm Proc			
Computer Tech	10			ST Comm Tech			
Culture Human	21	Leadership	63	ST Engineering			
		Life Support Tech	0	ST Helm			
Dmg Ctrl Proc	40	Materials Science		ST Navigation			
Def Shield Tech	20	Mechanics		ST Security	10		

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 08 NATURAL	PSI Vector 47	((INT+CHA+PSI)/3) rd
1		73				
2		CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool 47 NATURAL	
3		SAVE (END/2 rd) 36				
4		SAVE (END/4 rd) 18				
5		UNC (END/10 rd) 7				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 1
TOTAL.....= 2d10+1

WEAPON DAMAGE
STR BONUS.....+ 4
SKILL BONUS.....+ 2
TOTAL.....= 6

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	17	65	41	PER SETTING
H-T-H	22	65	43	2d10+1
Lirpa	40	65	57	4d10+11

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME T'Kay

SPECIES: Vulcan

P.O.B.: SpSt K-1

BRANCH: Services

RANK: Captain

CURRENT ASSIGNMENT

AGE 65
SEX F
HT 5'7
WT 112
HAIR Black
EYES Violet
D.O.B.

STR	B
END	C
INT	C
DEX	D
CHA	D
COOL	D
LUC	H
PSI	H

Top Skills

1. Admin A-9
2. ST Services B
3. Lang Hum D
4. Comp Op D
5. Leadership D

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/(N)

230101.01

Service Record

Honors

Commendation
SF Honor Roll
Karagite Order of Heroism

Assignments 17 Years Served

Cadet Exploration
Term 1 Merchant Marine
Term 2 Exploration
Term 3 ST Excalibur
Term 4 Exploration
Term 5 Merchant Marine
Term 6 Exploration
Term 7
Term 8
Term 9
Term 10

Name Fleer Ondruss

Personal Notes and Lifepath

Family Homeworld: Cait, Open air, natural

Family Common, okay

Parents: Both dead, natural

Childhood: Street

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Friend, relative

Cadet Romance, happy

Term

1 -
2 -
3 -
4 Romance, Fast
5 -
6 Friend, former lover
7
8
9
10

Areas of Improvement

Skills	Attribute
1 Life Supp Tech	**STR**
2 ST Services	
3 Admin	

Awards and Honors

Cadet -

Term

1 -
2 -
3 -
4 -
5 -
6 -
7
8
9
10

History and Notes

As fast as any Human; as cool as any Vulcan, Fleer is otherwise an unassuming person, even for her people.

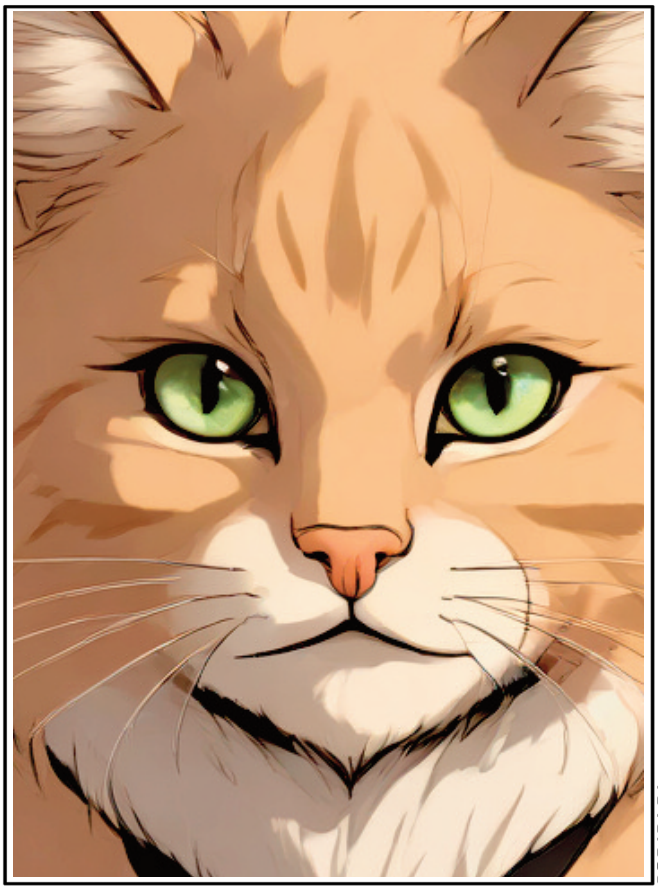
Yeoman Ohndruss holds five B.A.'s, two of which are in K'Zinti studies. Fleer also makes a study of Human Culture and Galactic Lore to help her understand humanity's mindset.

Initially thinking she'd found her place aboard the Constellation, perhaps it was the transfer to Farragut that brought her down for that tour.

Dreams and Direction

Hopefully that last term's poor rating can be recovered from and Fleer can try aboard the Constellation again to see if that was a fluke or not. Of course, one lesson to learn is that you can never go home. Living with less-than-empathetic siblings should have taught that well already. No?

The Yeomanry has been good to Fleer and she hopes to never leave it.



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STARFLEET OFFICER RECORD

NAME Fleer Ondruss AGE 37
SPECIES Caitian P.O.B. Cait SEX F
HT 5'6
RANK Ymn, 1st Class WT 111
BRANCH Services HAIR Tan
ASSIGNMENT EYES Green
D.O.B. 230101.01

NAME FLEER ONDRUSS

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY								Term Length	Efficiency	Awards, Honorifics and Notes
1st						■		1	PO	Cadet Cruise: ST POTEMKIN / -
2nd				■				2	AV	SB#10 / -
3rd				■				4	AV	-
4th					■			4	AV	-
5th		■						2	OU	ST CONSTELLATION / -
6th		■						1	PO	ST FARRAGUT / -
7th								2		Current, 2yrs in
8th										
9th										
10th										

Personal/Family Notes

CREDITS 11.4k

STR	END	INT	DEX	CHA	COOL	LUC	PSI
56	65	65	90	70	90	30	63

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
80	52 Caitian +05	77	47	47

Administration 51	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services 49
	Ecology	Meteorology	ST Weapon Ops
Appraisal 15	Electronics 16	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise
Art	Federation Law 10	Philosophy	Survival
	Forgery		
Astron/Atrophys 10	Gaming 22	Physics 6	Track/Evade
Biology	Gambling	Psych KZin 48	Trade & Commerce
Botany	Geology		Transporter Ops 25
Bribery	Hvy Wpns Op/Tech	Scrounge 21	Transporter Tech
Burglary	History	Seduction	Trivia Galactic Lore 28
Carousing		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech 10	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Knife Armed 10	Intimidate	Sports	Warp Drive Tech
H-T-H 28	Lang KZin 40		Zoology
Modern 28	Klingon 35	ST Cbt Tac/Str	
Computer Op 10	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture Human 18	Leadership 10	ST Engineering	
	Life Support Tech 24	ST Helm	
Dmg Ctrl Proc 48	Materials Science	ST Navigation	
Def Shield Tech 16	Mechanics	ST Security 10	

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11
12
13

UNCONSCIOUS SAVES

NATURAL	65
CURRENT	
SAVE (END/2 rd)	32
SAVE (END/4 rd)	16
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 30 NATURAL

PSI Vector 66

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	28	90	59	PER SETTING
H-T-H	28	90	59	1d10+4
Knife	10	90	50	3d10+2

Action Point Table

A Opportunity Action

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Fleer Ondruss

SPECIES Caitian

P.O.B. Cait

BRANCH Services

RANK Yeoman, 1st class

CURRENT ASSIGNMENT

AGE	37
SEX	F
HT	5'6
WT	111
HAIR	Tan
EYES	Green
D.O.B.	

STR	D
END	D
INT	D
DEX	A
CHA	C
COOL	A
LUC	F
PSI	D

Top Skills

1. Admin D
2. ST Services E
3. Psych, KZin E
4. DCProc E
5. Lang KZin E

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/F/(N)

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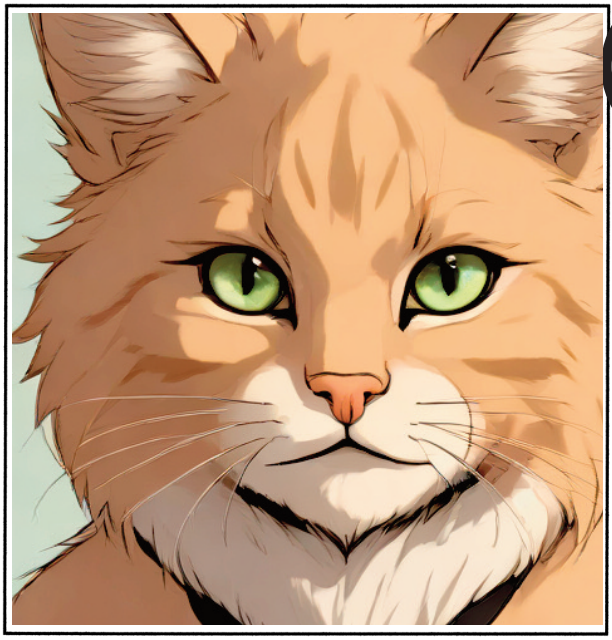
Service Record

Honors

-



Assignments 16 Years Served

Cadet	ST Potemkin
Term 1	Starbase 10
Term 2	Colonization
Term 3	Colonization
Term 4	Merchant Marine
Term 5	ST Constellation
Term 6	ST Farragut
Term 7	
Term 8	
Term 9	
Term 10	

Name Arthur Peavey

Personal Notes and Lifepath

Family Homeworld: Mars, Envio Domes

Family Common, Danger, sole-survivor

Parents: Both dead

Childhood: Small Village

Siblings	Living	Age	Feelings	Standing
1.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
2.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Trainer +2 DEX

Cadet En: Coll, hates me, betrayal pers.

Term

1. En: Boss, Mutual, Don't like ea. other
2. En: SBStaff, hates me, foiled plans
3. -
4. -
5
6
7
8
9
10

Areas of Improvement

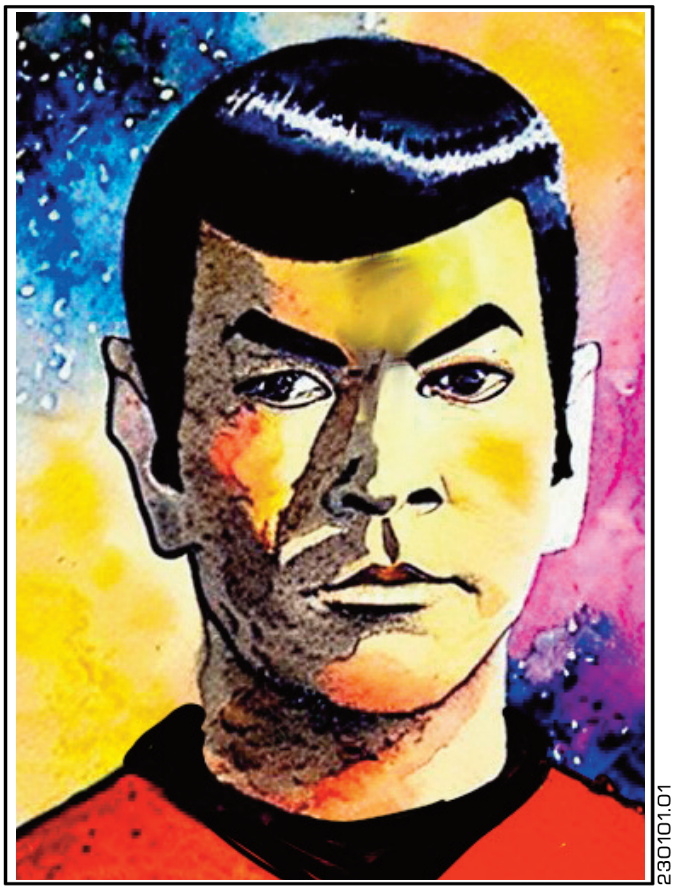
Skills	Attribute
1 Admin	**COOL**
2 Life Supp Tech	
3 Dmg Ctrl Proc	

Awards and Honors

Cadet -

Term

1. -
2. -
3. -
4. -
5
6
7
8
9
10



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History and Notes

Art's time in the Merchant Marine has been exclusively along Orion space, helping him earn a bachelor's in both Orion Psych and Language -two of his top three skills. Oddly, the thing that has held Arthur back is his lack of a BA in Administration. He is close and on achieving that, Yeoman Peavey can likley expect higher assignments and greater responsibilities.

Dreams and Direction

Starfleet has been a great resource with its ups and downs. Perhaps its time to move into the civilian life and see what more the Orions have to offer. Or indeed, what benefits enrolling into the Merchants Guild there could be instead. It is said that the Guild preferentially takes ex-starfleet over others. Perhaps a little more rank or experience will help. It's certain that the Lexington and Republic were going in the wrong direction from where Yeoman Peavey expects to land.

STARFLEET OFFICER RECORD

NAME ARTHUR PEAVEY

NAME Arthur Peavey AGE 32
SPECIES HUMAN P.O.B. MARS SEX M HT 5'5
RANK YMN, 1ST CLASS WT 155
BRANCH SERVICES HAIR BLACK
ASSIGNMENT EYES BROWN
D.O.B. 2301.01.01

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD | STARSHIP | EXPLORATION | MILITARY | COLONIZATION | MERCHANT MARINE | STARBASE DUTY | ACADEMY INSTRUCTOR | Passed | Honors | High Honors

CADET CRUISE											
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY											
1st					■						
2nd					■						
3rd					■						
4th		■									
5th											
6th											
7th											
8th											
9th											
10th											

Term Length	Efficiency	
2	AV	-
3	OU	-
3	PO	-
2	AV	ST LEXINGTON / -
5		Current, 1yr in

Personal/Family Notes

CREDITS 9.5k

Awards, Honorifics and Notes

Cadet Cruise	ST REPUBLIC / -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	60	61	65	57	95	64
			59+2 Trainer				

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
61	77	58	77	77

Administration . . . 39	Demolitions	Medicine Human . 10	ST Sensors . . . . .
Anthrop	Disguise	. . . .	ST Services 48
. . . .	Ecology 18	Meteorology	ST Weapon Ops . . .
Appraisal 14	Electronics	Negot/Diplomacy. 18	ST Weapons Tech . .
Archaeo 10	Enviosuit Ops . . . 15	Oceanography	Stealth/Hide . . . .
. . . .	Federation History . 10	Pers Wpn Tech . . .	Streetwise 16
Art	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming	Physics	Track/Evade. . . . .
Biology	Gambling 17	Psych Orion . 48	Trade & Commerce. .
Botany	Geology	. . . .	Transporter Ops . . . 28
Bribery	Hvy Wpns Op/Tech .	Scrounge	Transporter Tech. .
Burglary	History	Seduction	Trivia . . . .
Carousing 16	. . . .	Shuttle Pilot	. . . .
Chemistry 9	Holotechnology . .	Shuttle Sys Tech . .	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 10	Vehicle Op grav. 22
Archaic	Interrogation	Sm Unit Tactics . .	. . . .
staff Armed . . . 10	Intimidate 20	Sports Space Ball . 18	Warp Drive Tech . .
H-T-H . . . 10	Lang Orion . 40	Bowling . 15	Zoology . . . . .
Modern . . . 10	KZin . 20	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture	Leadership 10	ST Engineering	. . . .
. . . .	Life Support Tech . 36	ST Helm	. . . .
Dmg Ctrl Proc . . . 33	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 19	Mechanics	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 95 NATURAL	PSI Vector 63	((INT+CHA+PSI)/3) rd
1		60				
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 30				
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	10	61	35	PER SETTING
H-T-H	10	61	35	1d10+3
Foil	10	61	35	4d10+3

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

230101.01

Federation Databank

Starfleet Infonet Public Personnel Records

230101.01

NAME Arthur Peavey

SPECIES Human

P.O.B. Mars

BRANCH Services

RANK Yeoman, 1st class

CURRENT ASSIGNMENT

AGE	32
SEX	M
HT	5'5
WT	111
HAIR	Black
EYES	Brown
D.O.B.	

STR	D
END	D
INT	D
DEX	D
CHA	D
COOL	D
LUC	A
PSI	D

Top Skills

1. ST Services E
2. Psych, Orion E
3. Lang, Orion E
4. L. S. Tech F
5. Admin F

...

Dept Head Y/(N)

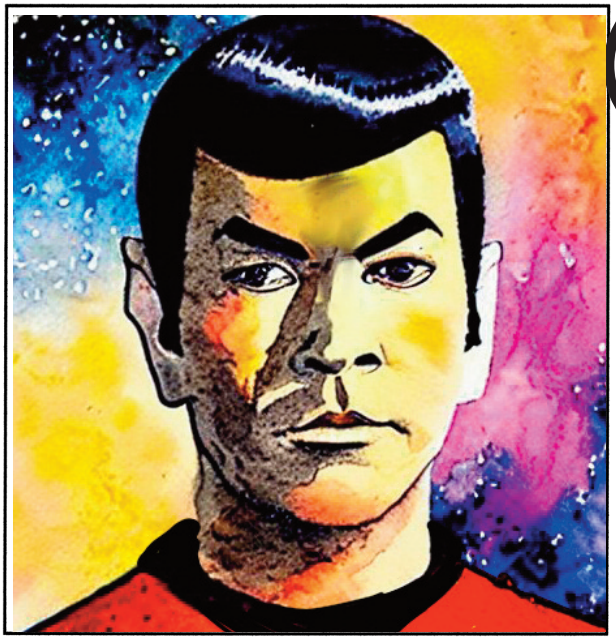
Cmd School Y/(N)

Contact Team Certified? Y/F (N)

Service Record

Honors

-



Assignments 11 Years Served

Cadet ST Republic
Term 1 Merchant Marine
Term 2 Merchant Marine
Term 3 Merchant Marine
Term 4 ST Lexington
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Diana Rickenbacker

Personal Notes and Lifepath

Family Homeworld: Earth

Family Fed Officials, Okay

Parents: Both Alive

Childhood: Envio dome, Outskirts

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy En, Locals, hate me, lost face

Cadet -

Term
1 Headache, false accused, pers.
2 Friend, Local planet authority
③
4
5
6
7
8
9
10

Areas of Improvement

Skills	Attribute
1 Transporter Op	**CHA**
2 Negot/Diplo	
3 Cbt, HTH	

Awards and Honors

Cadet -

Term
1 -
2 -
3
4
5
6
7
8
9
10

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History and Notes

Smart, engaging, witty, competent and gosh awful lucky -though that luck has backfired on her a couple times over the years.

While most will salivate over a Starship assignment, Diana preferred her stint in the Merchant Marine far more than a pair of Starships had to offer.

Yeoman Rickenbacker has always held a fascination with the fringe worlds and unexplored territories. Perhaps exploring that mystery revealed its reality before she was ready. Perhaps it's the 'normality' of the Merchant Marine that was appealing. Either way, a long and fun career lies ahead.

Dreams and Direction

Ten years in and where did it all go? It went fast for all the fun that's been had. Given so, it's probably time to baton the hatches and focus on a path. Strong diplomatic training and knowledge of Klingons is one obvious avenue. Through her lessons, Diana has come to realize the sole Klingon motivator is fear; fear of lacking resources, fear of domination by others, fear of retribution; fear of compassion; the fear of love both for the self and for others. Klingons cannot bear these things. Perhaps they can someday learn to live in and at peace with themselves and the others they share this life with.

STARFLEET OFFICER RECORD

NAME Diana Rickenbacker AGE 33
SPECIES Human P.O.B. Earth SEX F HT 5'7 WT 108
RANK YMN, 2ND CLASS
BRANCH SERVICES HAIR Brown
ASSIGNMENT Minor Diplomat EYES Green
D.O.B. 230101.01

NAME DIANA RICKENBACKER

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE											
1st		■							■		
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY											
1st						■					
2nd		■									
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Term Length / Efficiency

Term Length	Efficiency	
5	EX	-
2	AV	ST HOOD / -
3		Current, 3yrs in

Personal/Family Notes

CREDITS 12.8k

Awards, Honorifics and Notes

Cadet Cruise: ST POTEMKIN / -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
61	60	80	60	61	66	96	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
63	88	73	78	88

Administration . . . 35	Demolitions	Medicine Human . 10	ST Sensors 5
Anthrop	Disguise	. . . .	ST Services 40
. . . .	Ecology	Meteorology	ST Weapon Ops . . . .
Appraisal	Electronics	Negot/Diplomacy . 20	ST Weapons Tech . . . .
Archaeo Klingon . 18	Enviosuit Ops . . . 15	Oceanography . . . 19	Stealth/Hide . . . .
. . . .	Federation History . 25	Pers Wpn Tech	Streetwise . . . . .
Art Appreciation . 24	Federation Law . . . 26	Philosophy One . 5	Survival 20
. . . .	Forgery	Nome . 12	. . . .
Astron/Atrophys . . 10	Gaming 4	Physics	Track/Evade . . . . .
Biology	Gambling	Psych Human . 40	Trade & Commerce . . . .
Botany	Geology	. . . .	Transporter Ops . . . 19
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech . . . .
Burglary	History Earth . 20	Seduction	Trivia Frontier worlds . 12
Carousing 20	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops . . . .
Combat	Instruction 16	Sm Equip Tech . . . 10	Vehicle Op Grav . 18
Archaic	Interrogation	Sm Unit Tactics . . 15	. . . .
Staff Armed . . . 10	Intimidate	Sports	Warp Drive Tech . . . .
H-T-H . . . 19	Lang Klingon . 40	. . . .	Zoology . . . . .
Modern . . . 19	Andorian . 25	ST Cbt Tac/Str	. . . .
Computer Op . . . 10	Law	ST Comm Proc	. . . .
Computer Tech	. . . .	ST Comm Tech	. . . .
Culture Klingon . 30	Leadership 20	ST Engineering	. . . .
. . . .	Life Support Tech . 20	ST Helm	. . . .
Dmg Ctrl Proc . . . 30	Materials Science	ST Navigation	. . . .
Def Shield Tech . . 10	Mechanics	ST Security 10	. . . .

ACTION POINTS
1
2
3
4
5
6
7
8
9
10

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 96 NATURAL

PSI Vector 47

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	19	60	39	PER SETTING
H-T-H	19	60	39	1d10+4
Staff	10	60	35	4d10+8

Action Point Table

A Opportunity Action

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME Diana Rickenbacker

SPECIES Human

P.O.B. Earth

BRANCH Services

Minor Diplomat

RANK Yeoman, 2nd Class

CURRENT ASSIGNMENT

AGE 33

SEX F

HT 5'7

WT 108

HAIR Brown

EYES Green

D.O.B.

STR	D
END	D
INT	B
DEX	D
CHA	D
COOL	D
LUC	A
PSI	H

Top Skills

1. ST Services E
2. Psych, Hum E
3. Fed Law F
4. Lang, Klngn E
5. Cult, Klngn F

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/(N) F

230101.01

Service Record

Honors

-

Assignments 10 Years Served

Cadet ST Potemkin

Term 1 Merchant Marine

Term 2 ST Hood

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name Thailar

Personal Notes and Lifepath

Family

Homeworld: Sm Research Station, Seafaring, on water

Family Criminal, Danger, Lost all to Betrayal, secondary assocs to Warrior of Andor

Parents: Both Alive

Areas of Improvement

Skills	Attribute
1 Track/Evade	**STR**
2 Cbt, HTH	
3 Instruction	

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1. (Ganger)	(Y)/N/?	(Y)O/T	Ht/Dis/(N)/Lk/Lv/Hr	(A)/P/E
2. (Ganger)	(Y)/N/?	(Y)O/T	(Ht)/Dis/N/Lk/Lv/Hr	(A)/P/E
3.	(Y)/N/?	(Y)O/T	Ht/Dis/N/Lk/(Lv)/Hr	(A)/P/E
4.	(Y)/N/?	(Y)O/T	Ht/Dis/N/(Lk)/Lv/Hr	A/(P)/E
5.	Y/(N)/?	(Y)O/T	Ht/Dis/(N)/Lk/Lv/Hr	A/(P)/E
6.	Y/(N)/?	Y/(O)/T	Ht/Dis/N/Lk/Lv/(Hr)	A/P/(E)
(7) (Ganger)	(Y)/N/?	Y/(O)/T	Ht/Dis/(N)/Lk/Lv/Hr	A/(P)/E

Awards and Honors

Cadet High Honors / -

Lifepath

Academy Friend, relative

Cadet Romance, Fast X's

Term		
	1	-
	2	Romance, Fast X's
	3	Romance, Probs, messing around
	(4)	
	5	
	6	
	7	
	8	
	9	
	10	

Term		
	1	-
	2	-
	3	-
	4	
	5	
	6	
	7	
	8	
	9	
	10	

History and Notes

Graduated top half of the top 2% of her class, Thailar's insight and analytical training tell her what needs to be done and how best to go about achieving it. A wide range of skills and respectable ratings paint Thailar as an Officer to watch.

Dreams and Direction

Swimming in the Federation Olympics remains a top goal. Becoming more aware of the dangers starfleet faces also has Thailar concentrating on her combat skills. Moving into Security speaks to her ancestral blood and is one direction she may one day take.

230101.01

STARFLEET OFFICER RECORD

NAME Thailar
AGE 50
SPECIES ANDORIAN
P.O.B. ERIDANI III
SEX F
HT 5'10
RANK YMN, 2ND CLASS
WT 115
BRANCH SERVICES
HAIR BLUE
ASSIGNMENT MINOR ANALYST
EYES GREEN
D.O.B.
230101.01

NAME THAILAR

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st		■									■
2nd											
3rd											
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	Awards, Honorifics and Notes
1st					■				4	OU	-
2nd					■				4	AV	SB#6 / -
3rd		■							4	AV	ST EXETER / -
4th									2		Current, 0yrs in
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS 10.2k

Awards, Honorifics and Notes

Cadet Cruise: Grad High Honors / ST Enterprise / -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
59	60	80	70	83	60	23	34

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
71	61 (Andorian +10)	80 (Andorian +10)	41	51

Administration 35	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services 40
	Ecology	Meteorology	ST Weapon Ops
Appraisal 27	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History 10	Pers Wpn Tech	Streetwise 30
Art Paint 10	Federation Law 25	Philosophy	Survival
	Forgery		
Astron/Atrophys 10	Gaming 22	Physics 17	Track/Evade 19
Biology	Gambling	Psych Andorian 40	Trade & Commerce 35
Botany 10	Geology		Transporter Ops 25
Bribery	Hvy Wpns Op/Tech	Scrounge 33	Transporter Tech.
Burglary	History	Seduction	Trivia
Carousing 15		Shuttle Pilot	
Chemistry 10	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 32	Sm Equip Tech. 10	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
Sword Armed 10	Intimidate 20	Sports Swimming 43	Warp Drive Tech
H-T-H 21	Lang Vulcan 30		Zoology
Modern 10	Tellarite 27	ST Cbt Tac/Str.	
Computer Op 37	Law	ST Comm Proc	
Computer Tech		ST Comm Tech	
Culture	Leadership 10	ST Engineering	
	Life Support Tech 20	ST Helm	
Dmg Ctrl Proc 30	Materials Science	ST Navigation	
Def Shield Tech 10	Mechanics	ST Security 10	

ACTION POINTS	UNCONSCIOUS SAVES				
1	NATURAL 60	WOUND FATIGUE STUN	LUC Pool 23 NATURAL	PSI Vector 65	((INT+CHA+PSI)/3) rd
2	CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3	SAVE (END/2 rd) 30				
4	SAVE (END/4 rd) 15				
5	UNC (END/10 rd) 6				
6					
7					
8					
9					
10					
11					

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 1
TOTAL.....= 1d10+4

WEAPON DAMAGE
STR BONUS.....+ 2
SKILL BONUS.....+ 0
TOTAL.....= 2

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	10	70	40	PER SETTING
H-T-H	21	70	45	1d10+4
Sword	10	70	40	4d10+2

Action Point Table

Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME Thailar

SPECIES Andorian

P.O.B. Eridani III

BRANCH Services, Minor Analyst

RANK Yeoman, 2nd Class

CURRENT ASSIGNMENT

AGE	50
SEX	F
HT	5'10
WT	115
HAIR	Blue
EYES	Green
D.O.B.	

STR	D
END	D
INT	B
DEX	C
CHA	B
COOL	D
LUC	G
PSI	G

Top Skills

1. Sport, Swim, E
2. ST Services, E
3. Comp Op, F
4. Scrounge, F
5. Streetwise, F

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/F (N)

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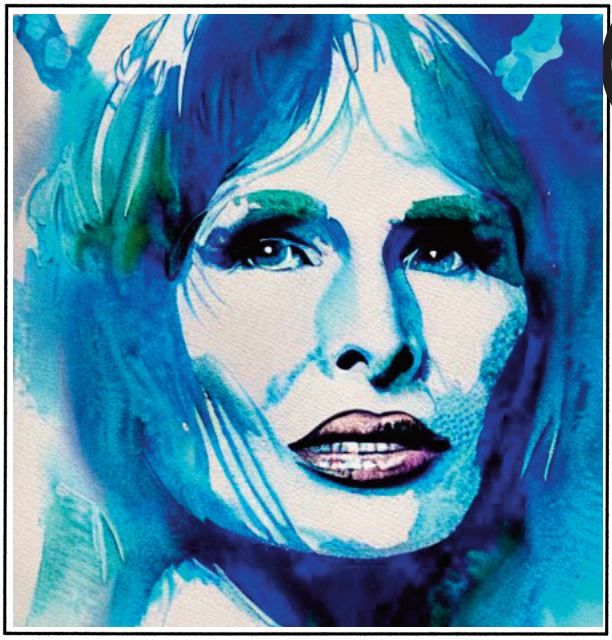
Service Record

Honors

Grad High Honors



Assignments 12 Years Served

Cadet ST Enterprise
Term 1 Merchant Marine
Term 2 Merchant Marine
Term 3 ST Exeter
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Grev

Personal Notes and Lifepath

Family

Homeworld: Tellar, Large City

Family Merch, Danger, Scattered by misfortune

Parents: Both Alive

Childhood: Open Air, nat utopia

Siblings	Living	Age	Feelings	Standing
1.	(Y)N/?	Y/O(T)	Ht / Dis / N / (Lk) / Lv	(A)P/E
(2)	(Y)N/?	(Y)O/T	Ht / (Dis) / N / Lk / Lv	A/P/(E)
3.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
4.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
5.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
6.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E
7.	Y/N/?	Y/O/T	Ht / Dis / N / Lk / Lv	A/P/E

Lifepath

Academy Rom, Probs, Luv's Frs hate me

Cadet Trainer, +1 CHA

-

Term 1 -

(2)

3

4

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6

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8

9

10

Areas of Improvement

Skills	Attribute
1 Negot/Diplo	**COOL**
2 Carousing	
3 Admin	

Awards and Honors

Cadet -

-

Term 1 -

2

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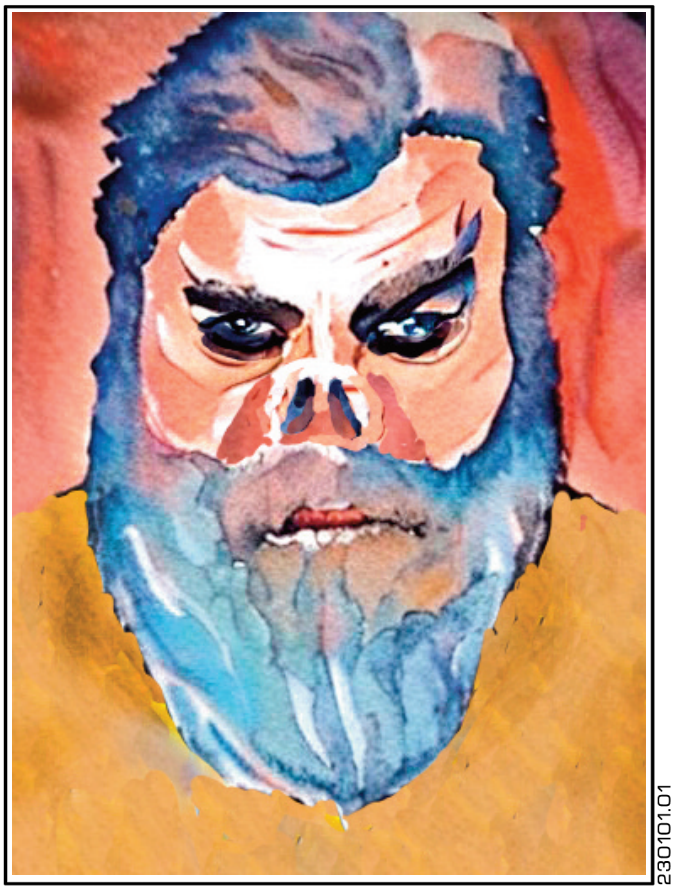

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History and Notes

Grev prays for Tellarite dominant assignments as his time with the pink bellies and green ears can be overwhelming despite his psychological training. The blue spikes arent' so bad as the others. At least the cats can be related to for having the fluffy bellies as Tellarites do.

Dreams and Direction

If the family is going to rebuild, it is the oldest's responsibility to do so. A few quick years in Star Fleet for discipline and learning before switching over to the Merchant's Guild to become a Trader like his father before him. The assignments in Colonization have been particularly useful as it helps Grev see the potential for goods and services on the frontier worlds.

STARFLEET OFFICER RECORD

NAME GREV

NAME Grev
AGE 26
SPECIES Tellarite
P.O.B. Tellar
SEX M
HT 5'8
WT 200
RANK YMN, 3RD CLASS
HAIR Grey
BRANCH SERVICES
EYES Blue
ASSIGNMENT
D.O.B.
230101.01

CADET CRUISE	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st					■						
2nd				■					■		
3rd											
4th											
5th											
6th											

ACTIVE DUTY									Term Length	Efficiency	
1st				■					1	PO	
2nd									1		Current
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS 1.1k

Awards, Honorifics and Notes

Cadet Cruise 1: - / 2: -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
71	68	70	58	52 (51+1 Trainer)	48	26	01

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
Tellarite -15 35	48	59	47	48

Administration 35	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services 40
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy 23	ST Weapons Tech
Archaeo	Enviosuit Ops	Oceanography	Stealth/Hide
	Federation History 28	Pers Wpn Tech	Streetwise 18
Art	Federation Law 22	Philosophy	Survival
	Forgery		
Astron/Atrophys 10	Gaming 10	Physics	Track/Evade
Biology	Gambling 14	Psych Human 44	Trade & Commerce 15
Botany	Geology		Transporter Ops 30
Bribery 17	Hvy Wpns Op/Tech	Scrounge	Transporter Tech.
Burglary	History	Seduction	Trivia
Carousing 13		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 10	Sm Equip Tech. 10	Vehicle Op
Archaic	Interrogation	Sm Unit Tactics	
knife Armed 10	Intimidate	Sports	Warp Drive Tech
H-T-H 10	Lang Human 20		Zoology
Modern 10	Vulcan 20	ST Cbt Tac/Str.	Lang, Andorian 20
Computer Op 10	Law	ST Comm Proc	
Computer Tech 11		ST Comm Tech	
Culture	Leadership 10	ST Engineering	
	Life Support Tech 31	ST Helm	
Dmg Ctrl Proc 35	Materials Science	ST Navigation	
Def Shield Tech 28	Mechanics	ST Security 10	

ACTION POINTS
1
2
3
4
5
6
7
8
9

UNCONSCIOUS SAVES

NATURAL	68
CURRENT	
SAVE (END/2 rd)	34
SAVE (END/4 rd)	17
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 26 NATURAL

PSI Vector 41

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

	(SKILL + DEX)/2=TOHIT	DMG	
Modern	10	58	34 ... PER SETTING
H-T-H	10	58	34 ... 1d10+3
Knife	10	58	34 ... 2d10+3

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

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NAME Grev

SPECIES Tellarite

P.O.B. Tellar

BRANCH Services

RANK Yeoman, 3rd Class

CURRENT ASSIGNMENT

AGE	26
SEX	M
HT	5'8
WT	200
HAIR	Grey
EYES	Blue
D.O.B.	

STR	C
END	D
INT	C
DEX	D
CHA	D
COOL	E
LUC	F
PSI	H

Top Skills

1. ST Services, E
2. Psych, Hum, E
3. DC Proc, F
4. Admin, F
5. Streetwise, F

...

Dept Head Y/(N)

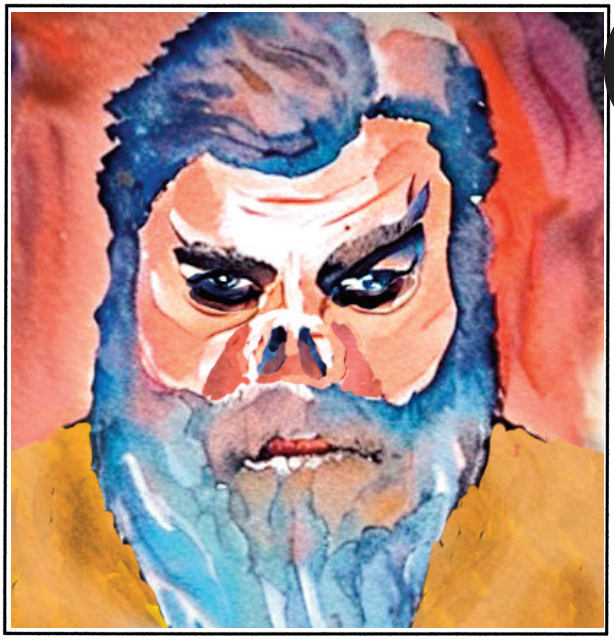
Cmd School Y/(N)

Contact Team Certified? Y/(N) F

Service Record

Honors

-



Assignments 1 Years Served

Cadet 1: Colonization / 2: Military

Term 1 Colonization

Term 2

Term 3

Term 4

Term 5

Term 6

Term 7

Term 8

Term 9

Term 10

Name Jim Guild

Personal Notes and Lifepath

Family Homeworld: Proxima-B Centauri

Family Starfleet, Danger, Inherited a Debt

Parents: Sep, Both Alive

Childhood: Restricted Envio

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath

Academy Big Cred +100kcr!

Cadet 1: En: Childhood, hate them, Refused pers.
2: Rom, Happy 3: En: Ex-Fr, hate me, I caused harm

Term
1 Rom, Fast
2 Rom, Happy
③
4
5
6
7
8
9
10

Areas of Improvement

Skills	Attribute
1 Psych, Human	**COOL**
2 Def Shield Tech	
3 Life Supp Tech	

Awards and Honors

Cadet 1: Commendation 2: - / 3: -

Term
1 -
2 Commendation
3
4
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8
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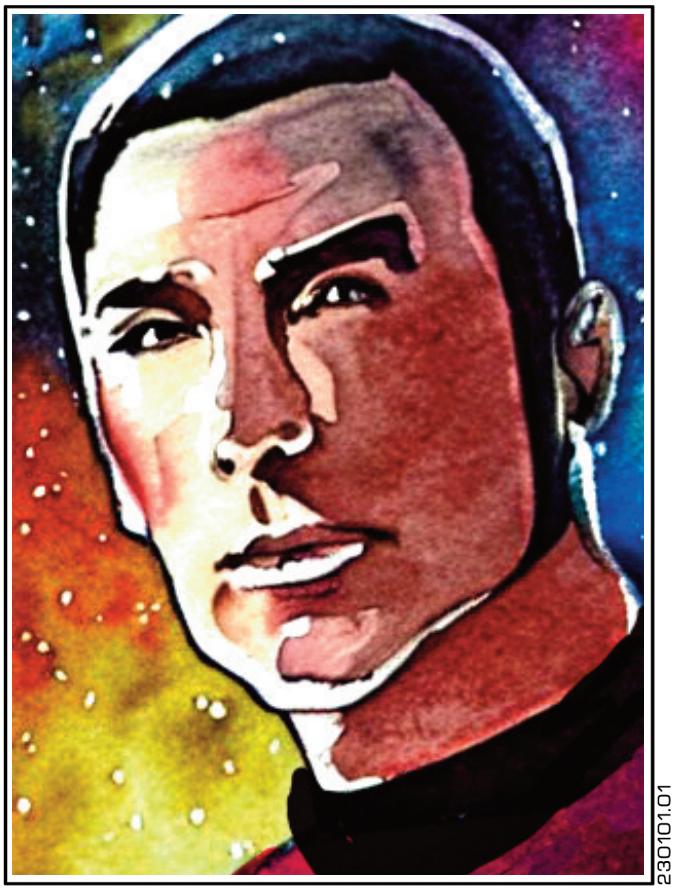
10



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History and Notes

It's not that Jim did poorly on his 1st 2 cadet cruises, he was having too much fun! It was on his 3rd time through that his commander realized what was going on and passed him; shipping him on the next outbound freighter for a year.

Aboard Exter, the mood had grown foul until Jim suggested a trick he'd learned in his Psych classes that improved things distinctly, earning a commendation.

An easy guy to get along with who knows a little bit about a lot of things. (His financial splurgings at the bar are always a plus!)

Dreams and Direction

Having fun wherever you are is really what it's all abou -at this stage of life, anyway. The future will always take care of itself and we all wind up in the same place and situation in the end.

The yeomanry is a perfect fit for Jim. Lots of exposure to many people and situations, everything always new and different. Backwards is never the way forwards. Move on to a new assignment when the previous gets stale -or too hot to hang around ;)

STARFLEET OFFICER RECORD

NAME Jim Guild | AGE 31
SPECIES A. CENTAURAN | P.O.B. PROXIMA-B | SEX M | HT 5'7
RANK YMN, 3RD CLASS | WT 155
BRANCH SERVICES | HAIR BROWN
ASSIGNMENT | EYES HAZEL
D.O.B. 230101.01

NAME JIM GUILD

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
1st											
2nd						■					
3rd						■			■		
4th											
5th											
6th											

ACTIVE DUTY	SCHOOL	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Term Length	Efficiency	
1st						■			1	AV	1
2nd		■							2	AV	ST EXETER - Commendation
3rd									4		Current. 3yrs in
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS 113.5k

Awards, Honorifics and Notes

Cadet Cruise: Starbase 8, all three attempts: 1: Commendation / 2: - / 3: -

STR	END	INT	DEX	CHA	COOL	LUC	PSI
76	62	72	61	63	58	20	54

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
60	46	65	41	46

Administration . . . 43	Demolitions	Medicine	ST Sensors . . . .
Anthrop	Disguise	. . . .	ST Services 40
. . . .	Ecology	Meteorology . . .	ST Weapon Ops . . .
Appraisal 25	Electronics 25	Negot/Diplomacy. 17	ST Weapons Tech .
Archaeo	Enviosuit Ops . . .	Oceanography . . .	Stealth/Hide . . .
. . . .	Federation History . 10	Pers Wpn Tech . .	Streetwise 29
Art	Federation Law . . . 10	Philosophy	Survival . . . .
. . . .	Forgery	. . . .	. . . .
Astron/Atrophys . . 10	Gaming	Physics 15	Track/Evade. . . .
Biology	Gambling	Psych Deep Space Trvl . 38	Trade & Commerce. 10
Botany	Geology	. . . .	Transporter Ops . . . 30
Bribery 30	Hvy Wpns Op/Tech .	Scrounge	Transporter Tech. .
Burglary	History	Seduction	Trivia . . . .
Carousing 48	. . . .	Shuttle Pilot	. . . .
Chemistry	Holotechnology . .	Shuttle Sys Tech .	Variable-G Ops . .
Combat	Instruction 10	Sm Equip Tech. . . 10	Vehicle Op . . . .
Archaic . . .	Interrogation	Sm Unit Tactics . .	. . . .
Baton Armed . . . 10	Intimidate	Sports	Warp Drive Tech . .
H-T-H . . . 10	Lang Orion . 40	. . . .	Zoology . . . . .
Modern . . . 10	Klingon . 25	ST Cbt Tac/Str. . .	. . . .
Computer Op . . . 10	Law	ST Comm Proc . . .	. . . .
Computer Tech . .	. . . .	ST Comm Tech . . .	. . . .
Culture	Leadership 10	ST Engineering	. . . .
. . . .	Life Support Tech . 30	ST Helm	. . . .
Dmg Ctrl Proc . . . 41	Materials Science. . .	ST Navigation	. . . .
Def Shield Tech . . 18	Mechanics	ST Security 10	. . . .

ACTION POINTS	UNCONSCIOUS SAVES	NATURAL / CURRENT	WOUND FATIGUE STUN	LUC Pool 20 NATURAL	PSI Vector 63	((INT+CHA+PSI)/3) rd
1		62				
2			ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
3		SAVE (END/2 rd) 31				
4		SAVE (END/4 rd) 15				
5		UNC (END/10 rd) 6				
6						
7						
8						
9						
10						

BARE HAND DAMAGE... 2d10
SKILL BONUS.....+ 0
TOTAL.....= 2d10

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	10	61	35	PER SETTING
H-T-H	10	61	35	2d10
Baton	10	61	35	2d10+3

Action Point Table

▲ *Opportunity Action*

Position Change	
▲ Turn in Place	1
Stand-to-Sit or reverse	1
▲ Stand-to-Kneel or reverse	1
▲ Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
▲ Short Communication	1
Draw and Ready Device	2
▲ Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
▲ Quick-Draw and Fire	3
▲ Fire Ready Weapon	1
▲ Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
▲ Attack	min. 3
▲ Parry/Defend	min. 2
▲ Dodge	min. 3
▲ Duck Thrown Weapon	2
▲ Hide in Same Square	1
▲ Hide in Adjacent Square	4
▲ Roll Sideways	2
▲ Drop-to-Ready	1
▲ Drop-to-Prone	0
▲ Dive to Prone	2
▲ Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

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Federation Databank

Starfleet Infonet Public Personnel Records

NAME Jim Guild

SPECIES A. Centaurian

P.O.B. Proxima-B

BRANCH Services

RANK Yeoman, 3rd Class

CURRENT ASSIGNMENT

AGE	31
SEX	M
HT	5'7
WT	155
HAIR	Brown
EYES	Hazel
D.O.B.	

STR	C
END	D
INT	C
DEX	D
CHA	D
COOL	D
LUC	G
PSI	D

Top Skills

1. Admin, E
2. Carousing, E
3. Psych, DST, E
4. DCProc, E
5. TPort Op, F

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/(N) F

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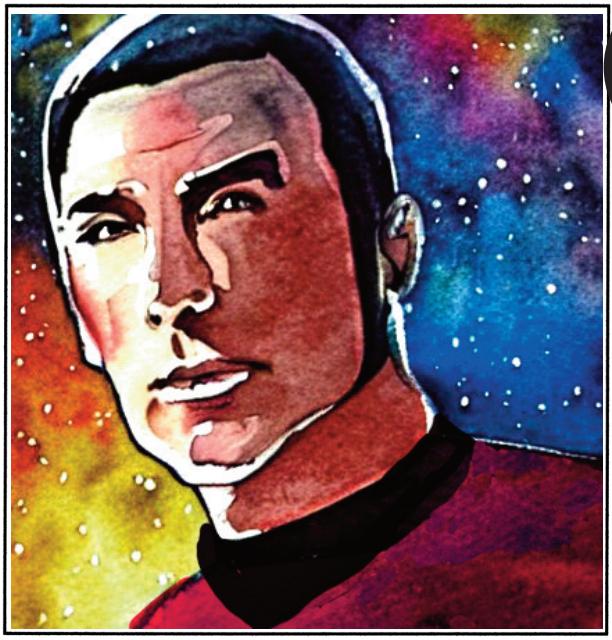
Service Record

Honors

Commendation
Commendation



Assignments 6 Years Served

Cadet Starbase 8
Term 1 Merchant Marine
Term 2 ST Exeter
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name Midori Ibanez

Personal Notes and Lifepath

Family Homeworld: Earth, Shipwreck, 10yrs

Family Leader, Local, Okay

Parents: Both Dead

Childhood: Open air Nat Utopia

Siblings	Living	Age	Feelings	Standing
1.	Y/(N)/?	(Y)/O/T	Ht/Dis/(N)/Lk/Lv/Hr	A/(P)/E
2.	Y/N/(?)	Y/(O)/T	Ht/Dis/N/Lk/Lv/(Hr)	(A)/P/E
3.	Y/(N)/?	(Y)/O/T	Ht/Dis/N/(Lk)/Lv/Hr	A/P/(E)
(4)	(Y)/N/?	(Y)/O/T	Ht/Dis/(N)/Lk/Lv/Hr	(A)/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Areas of Improvement

Skills	Attribute
1 Cbt, HTH	**CHA**
2 Cbt, Mod	
3 Sm Unit Tactics	

Awards and Honors

Cadet Grad Honors / -

Term
1 2x Purple Heart, major -6 CHA, Scratch
2
3
4
5
6
7
8
9
10

Lifepath

Academy Rom, Tragic, Doppelganger

Cadet Rom, Fast X's

Term
1 -
2
3
4
5
6
7
8
9
10

Purple Heart Therapy

Year	Att+die mod
1	60+0
2	60+1
3	61+4
4	65+2
5	...

230101.01

History and Notes

Neither life nor her cruise aboard the Exeter could have prepared Midori for her fateful encounter aboard Enterprise. Some wounds are not visible, some wounds shake a person to their core. Midori withdrew into deep shyness and self-doubt. Realizing the downward slide, she worked diligently against the odds for years. She is nearly back to her old self. With such a diverse skill set and with continued training, Yeoman Ibanez will rise to great heights.

Dreams and Direction

With an emotionally distant sibling and dead parents from a family of six, Midori is very much alone in this galaxy -and a prime reason to join Starfleet. With 4 languages and pursuing 3 legal degrees, Midori;s path is set. Joining the Yeomanry was an easy choice at a time when she wasn't sure what she wanted to do. Minoring in Legal was the key. Perhaps refusing the next Starship assignment in favor of a 'safer' placement will allow Midori to hunker down for some deep studies on the side before moving into the JAG or Diplomatic corp.

STARFLEET OFFICER RECORD

NAME Midori Ibanez | AGE 28
SPECIES HUMAN | P.O.B. EARTH | SEX F
RANK YMN, 3rd CLASS | HT 5'5
BRANCH SERV, MINOR LEGAL | WT 100
ASSIGNMENT | HAIR BLACK | EYES BROWN | D.O.B.

230101.01

NAME MIDORI IBANEZ

SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD
STARSHIP
EXPLORATION
MILITARY
COLONIZATION
MERCHANT MARINE
STARBASE DUTY
ACADEMY INSTRUCTOR
Passed
Honors
High Honors

CADET CRUISE										
1st		■							■	
2nd										
3rd										
4th										
5th										
6th										

ACTIVE DUTY							Term Length	Efficiency	
1st		■				■		2	OU	ST Enterprise / Purple Heart, Major -6 CHA + Purple Heart, Scratch
2nd								5		Current, 3yrs in
3rd										
4th										
5th										
6th										
7th										
8th										
9th										
10th										

Personal/Family Notes

CREDITS 13.5k

Awards, Honorifics and Notes

Cadet Cruise | Grad Honors / ST Exeter

STR	END	INT	DEX	CHA	COOL	LUC	PSI
63	60	90	70	66 / 60 -6 /93 65	80	76	47

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down
72	83	85	68	83

Administration 43	Demolitions	Medicine	ST Sensors
Anthrop	Disguise		ST Services 50
	Ecology	Meteorology	ST Weapon Ops
Appraisal	Electronics	Negot/Diplomacy	ST Weapons Tech
Archaeo	Enviosuit Ops 18	Oceanography	Stealth/Hide
	Federation History 37	Pers Wpn Tech	Streetwise
Art Dance 17	Federation Law 38	Philosophy	Survival
Sing 14	Forgery		
Astron/Atrophys 10	Gaming	Physics 8	Track/Evade
Biology	Gambling	Psych Criminal Mind 39	Trade & Commerce
Botany	Geology		Transporter Ops 25
Bribery	Hvy Wpns Op/Tech	Scrounge	Transporter Tech
Burglary	History	Seduction	Trivia
Carousing 22		Shuttle Pilot	
Chemistry	Holotechnology	Shuttle Sys Tech	Variable-G Ops
Combat	Instruction 13	Sm Equip Tech 10	Vehicle Op
Archaic	Interrogation 30	Sm Unit Tactics	
Club Armed 10	Intimidate 22	Sports	Warp Drive Tech
H-T-H 10	Lang Orion 20		Zoology
Modern 10	Vulcan 20	ST Cbt Tac/Str	Lang Andorian 20
Computer Op 35	Law Mercantile 18	ST Comm Proc	Lang Tellarite 9
Computer Tech	Earth 21	ST Comm Tech	
Culture Orion 35	Leadership 25	ST Engineering	
	Life Support Tech 31	ST Helm	
Dmg Ctrl Proc 40	Materials Science	ST Navigation	
Def Shield Tech 19	Mechanics	ST Security 10	

ACTION POINTS
1
2
3
4
5
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7
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9
10
11

UNCONSCIOUS SAVES

NATURAL	60
CURRENT	
SAVE (END/2 rd)	30
SAVE (END/4 rd)	15
UNC (END/10 rd)	6

WOUND FATIGUE STUN

ATTRIBUTE FATIGUE EFFECTS

LUC Pool 76 NATURAL

PSI Vector 67

PSI Pool NATURAL

((INT+CHA+PSI)/3) rd

BARE HAND DAMAGE... 1d10+3
SKILL BONUS.....+ 0
TOTAL.....= 1d10+3

WEAPON DAMAGE
STR BONUS.....+ 3
SKILL BONUS.....+ 0
TOTAL.....= 3

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern	10	70	40	PER SETTING
H-T-H	10	70	40	1d10+3
Club	10	70	40	2d10+3

Action Point Table

A *Opportunity Action*

Position Change	
A Turn in Place	1
Stand-to-Sit or reverse	1
A Stand-to-Kneel or reverse	1
A Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
A Short Communication	1
Draw and Ready Device	2
A Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
A Quick-Draw and Fire	3
A Fire Ready Weapon	1
A Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
A Attack	min. 3
A Parry/Defend	min. 2
A Dodge	min. 3
A Duck Thrown Weapon	2
A Hide in Same Square	1
A Hide in Adjacent Square	4
A Roll Sideways	2
A Drop-to-Ready	1
A Drop-to-Prone	0
A Dive to Prone	2
A Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

230101.01

NAME Midori Ibanez

SPECIES Human

P.O.B. Earth

BRANCH Services, Minor Legal

RANK Yeoman, 3rd Class

CURRENT ASSIGNMENT

AGE 28

SEX F

HT 5'5

WT 100

HAIR Black

EYES Brown

D.O.B.

STR	D
END	D
INT	A
DEX	C
CHA	D
COOL	B
LUC	C
PSI	E

Top Skills

1. ST Services, D
2. Admin, E
3. DC Proc, E
4. Psych, F
5. Comp Op, F

...

Dept Head Y/(N)

Cmd School Y/(N)

Contact Team Certified? Y/F (N)

Service Record

Honors

Grad Honors
Purple Heart
Purple Heart

Assignments 5 Years Served

Cadet ST Exeter
Term 1 ST Enterprise
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Personal Notes and Lifepath

Family
Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath
Academy

Cadet

Term 1
2
3
4
5
6
7
8
9
10

Areas of Improvement

Skills | Attribute

1
2
3

Awards and Honors
Cadet

Term 1
2
3
4
5
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10

History and Notes

Dreams and Direction

230101.01

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo____ . ____
____ . ____
Art____ . ____
____ . ____
Astron/Atrophys . . ____
Biology . . . . . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture____ . ____
____ . ____
Dmg Ctrl Proc . . . ____
Def Shield Tech . . ____

Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang____ . ____
____ . ____
Law____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____
Mechanics . . . . . ____

Medicine____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
Pers Wpn Tech . . ____
Philosophy____ . ____
____ . ____
Physics . . . . . ____
Psych____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____
ST Navigation . . . . ____
ST Security . . . . . ____

ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival____ . ____
____ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
1
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UNCONSCIOUS SAVES

NATURAL	WOUND FATIGUE STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
SAVE (END/2 rd)				
SAVE (END/4 rd)	BARE HAND DAMAGE... 1d10+ SKILL BONUS.....+_____ TOTAL.....=_____			
UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+_____ SKILL BONUS.....+_____ TOTAL.....=_____			

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern....._____....._____ ....._____...PER SETTING

H-T-H....._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

230101.01

Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Personal Notes and Lifepath

Family
Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath
Academy

Cadet

Term 1
2
3
4
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10

Areas of Improvement

Skills | Attribute

1
2
3

Awards and Honors
Cadet

Term 1
2
3
4
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7
8
9
10

History and Notes

Dreams and Direction

230101.01

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo____ . ____
____ . ____
Art____ . ____
____ . ____
Astron/Atrophys . . ____
Biology . . . . . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture____ . ____
____ . ____
Dmg Ctrl Proc . . . ____
Def Shield Tech . . ____

Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang____ . ____
____ . ____
Law____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____
Mechanics . . . . . ____

Medicine____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
Pers Wpn Tech . . ____
Philosophy____ . ____
____ . ____
Physics . . . . . ____
Psych____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____
ST Navigation . . . . ____
ST Security . . . . . ____

ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival____ . ____
____ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
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14
15
16

UNCONSCIOUS SAVES

NATURAL	WOUND FATIGUE STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
SAVE (END/2 rd)				
SAVE (END/4 rd)	BARE HAND DAMAGE... 1d10+ SKILL BONUS.....+_____ TOTAL.....=_____			
UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+_____ SKILL BONUS.....+_____ TOTAL.....=_____			

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern....._____....._____ ....._____...PER SETTING

H-T-H....._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Personal Notes and Lifepath

Family
Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath
Academy

Cadet

Term 1
2
3
4
5
6
7
8
9
10

Areas of Improvement

Skills | Attribute

1
2
3

Awards and Honors
Cadet

Term 1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

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STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo____ . ____
____ . ____
Art____ . ____
____ . ____
Astron/Atrophys . . ____
Biology . . . . . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture____ . ____
____ . ____
Dmg Ctrl Proc . . . ____
Def Shield Tech . . ____

Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang____ . ____
____ . ____
Law____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____
Mechanics . . . . . ____

Medicine____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
Pers Wpn Tech . . ____
Philosophy____ . ____
____ . ____
Physics . . . . . ____
Psych____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____
ST Navigation . . . . ____
ST Security . . . . . ____

ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival____ . ____
____ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
____ . ____
____ . ____
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ACTION POINTS
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16

UNCONSCIOUS SAVES

NATURAL	WOUND FATIGUE STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
SAVE (END/2 rd)				
SAVE (END/4 rd)	BARE HAND DAMAGE... 1d10+ SKILL BONUS.....+_____ TOTAL.....=_____			
UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+_____ SKILL BONUS.....+_____ TOTAL.....=_____			

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern....._____....._____ ....._____...PER SETTING

H-T-H....._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

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Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Personal Notes and Lifepath

Family
Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath
Academy

Cadet

Term 1
2
3
4
5
6
7
8
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10

Areas of Improvement

Skills | Attribute

1
2
3

Awards and Honors
Cadet

Term 1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

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STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo____ . ____
____ . ____
Art____ . ____
____ . ____
Astron/Atrophys . . ____
Biology . . . . . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture____ . ____
____ . ____
Dmg Ctrl Proc . . . ____
Def Shield Tech . . ____

Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang____ . ____
____ . ____
Law____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____
Mechanics . . . . . ____

Medicine____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
Pers Wpn Tech . . ____
Philosophy____ . ____
____ . ____
Physics . . . . . ____
Psych____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____
ST Navigation . . . . ____
ST Security . . . . . ____

ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival____ . ____
____ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
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ACTION POINTS
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16

UNCONSCIOUS SAVES

NATURAL	WOUND FATIGUE STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
SAVE (END/2 rd)				
SAVE (END/4 rd)	BARE HAND DAMAGE... 1d10+ SKILL BONUS.....+_____ TOTAL.....=_____			
UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+_____ SKILL BONUS.....+_____ TOTAL.....=_____			

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern....._____....._____ ....._____...PER SETTING

H-T-H....._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

230101.01

Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

Name

Personal Notes and Lifepath

Family
Homeworld:

Family

Parents:

Childhood:

Siblings	LIVING	AGE	FEELINGS	STANDING
1.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
2.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
3.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
4.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
5.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
6.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E
7.	Y/N/?	Y/O/T	Ht/Dis/N/Lk/Lv/Hr	A/P/E

Lifepath
Academy

Cadet

Term 1
2
3
4
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10

Areas of Improvement

Skills | Attribute

1
2
3

Awards and Honors
Cadet

Term 1
2
3
4
5
6
7
8
9
10

History and Notes

Dreams and Direction

230101.01

STARFLEET OFFICER RECORD

NAME

NAME | AGE
SPECIES | P.O.B. | SEX
HT
RANK | WT
BRANCH | HAIR
ASSIGNMENT | EYES
D.O.B.

230101.01

	SCHOOL (T) CONTACT, (C) COMMAND, (D) DEPT. HEAD	STARSHIP	EXPLORATION	MILITARY	COLONIZATION	MERCHANT MARINE	STARBASE DUTY	ACADEMY INSTRUCTOR	Passed	Honors	High Honors
CADET CRUISE											
1st											
2nd											
3rd											
4th											
5th											
6th											
ACTIVE DUTY								Term Length	Efficiency		
1st											
2nd											
3rd											
4th											
5th											
6th											
7th											
8th											
9th											
10th											

Personal/Family Notes

CREDITS

Awards, Honorifics and Notes

Cadet Cruise

STR	END	INT	DEX	CHA	COOL	LUC	PSI

FOOLIES (CHA+COOL)/2 round down	PERCEPTION (INT+LUC)/2 round down	FOCUS (INT+COOL)/2 round down	PERSEVERENCE (END+LUC)/2 round down	(INT+LUC)/2 round down

Administration . . . ____
Anthrop____ . ____
____ . ____
Appraisal . . . . . ____
Archaeo____ . ____
____ . ____
Art____ . ____
____ . ____
Astron/Atrophys . . ____
Biology . . . . . ____
Botany . . . . . ____
Bribery . . . . . ____
Burglary . . . . . ____
Carousing . . . . . ____
Chemistry . . . . . ____
Combat
Archaic . . . ____
____ Armed . . . ____
H-T-H . . . ____
Modern . . . ____
Computer Op . . . ____
Computer Tech . . ____
Culture____ . ____
____ . ____
Dmg Ctrl Proc . . . ____
Def Shield Tech . . ____

Demolitions . . . . ____
Disguise . . . . . ____
Ecology . . . . . ____
Electronics . . . . ____
Enviosuit Ops . . . ____
Federation History . ____
Federation Law . . . ____
Forgery . . . . . ____
Gaming . . . . . ____
Gambling . . . . . ____
Geology . . . . . ____
Hvy Wpns Op/Tech . ____
History____ . ____
____ . ____
Holotechnology . . ____
Instruction . . . . ____
Interrogation . . . . ____
Intimidate . . . . . ____
Lang____ . ____
____ . ____
Law____ . ____
____ . ____
Leadership . . . . ____
Life Support Tech . ____
Materials Science. . ____
Mechanics . . . . . ____

Medicine____ . ____
____ . ____
Meteorology . . . ____
Negot/Diplomacy. ____
Oceanography . . . ____
Pers Wpn Tech . . ____
Philosophy____ . ____
____ . ____
Physics . . . . . ____
Psych____ . ____
____ . ____
Scrounge . . . . . ____
Seduction . . . . . ____
Shuttle Pilot . . . . ____
Shuttle Sys Tech . ____
Sm Equip Tech. . . ____
Sm Unit Tactics . . ____
Sports____ . ____
____ . ____
ST Cbt Tac/Str. . . ____
ST Comm Proc . . . ____
ST Comm Tech . . . ____
ST Engineering . . . . ____
ST Helm . . . . . ____
ST Navigation . . . . ____
ST Security . . . . . ____

ST Sensors . . . . . ____
ST Services . . . . . ____
ST Weapon Ops . . . ____
ST Weapons Tech . ____
Stealth/Hide . . . ____
Streetwise . . . . . ____
Survival____ . ____
____ . ____
Track/Evade. . . . . ____
Trade & Commerce. ____
Transporter Ops . . . ____
Transporter Tech. . ____
Trivia____ . ____
____ . ____
Variable-G Ops . . ____
Vehicle Op____ . ____
____ . ____
Warp Drive Tech . . ____
Zoology . . . . . ____
____ . ____
____ . ____
____ . ____
____ . ____
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____ . ____
____ . ____

ACTION POINTS
1
2
3
4
5
6
7
8
9
10
11
12
13
14
15
16

UNCONSCIOUS SAVES

NATURAL	WOUND FATIGUE STUN	LUC Pool NATURAL	PSI Vector	((INT+CHA+PSI)/3) rd
CURRENT	ATTRIBUTE FATIGUE EFFECTS		PSI Pool NATURAL	
SAVE (END/2 rd)				
SAVE (END/4 rd)	BARE HAND DAMAGE... 1d10+ SKILL BONUS.....+_____ TOTAL.....=_____			
UNC (END/10 rd)	WEAPON DAMAGE STR BONUS.....+_____ SKILL BONUS.....+_____ TOTAL.....=_____			

TO HIT TABLE

(SKILL + DEX)/2=TOHIT DMG

Modern....._____....._____ ....._____...PER SETTING

H-T-H....._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

_____.._____....._____ ....._____..._____

Action Point Table

*Opportunity Action

Position Change	
Turn in Place	1
Stand-to-Sit or reverse	1
Stand-to-Kneel or reverse	1
Kneel-to-Prone or reverse	1
Movement	
Walk 1sq orthogonal	1
diagonal	1.5
Evade 1sq orthogonal	2
diagonal	3
Crawl 1sq orthogonal	2
diagonal	3
Run for full Turn	1/2 all AP
Climb Stairs or Ladder	2x AP
Climb Rope	3x AP
Swim	2x AP
Equipment and Weapon Use	
Short Communication	1
Draw and Ready Device	2
Operate Familiar Device	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick-Draw and Fire	3
Fire Ready Weapon	1
Throw Ready Weapon	1
Adjust Weapon Settings	2
Reload Weapon	2
Combat and Emergency Evasion	
Attack	min. 3
Parry/Defend	min. 2
Dodge	min. 3
Duck Thrown Weapon	2
Hide in Same Square	1
Hide in Adjacent Square	4
Roll Sideways	2
Drop-to-Ready	1
Drop-to-Prone	0
Dive to Prone	2
Dive Roll	4
Flying Tackle	min. 4
Terrain Modifiers	
Clear, Road or Path	1x AP
Hills, Light Vegetation	2x AP
Swampy, Rocky, Hvy Veg	3x AP
Cliffs, Rough Terrain	2x - 4x AP

To-Hit Modifiers

Target Modifiers	**Dice Mod**
Range	
Point-Blank	-15
Short	0
Medium	+15
Long	+30
Extreme	+45
Size	
Very Small	+30
Small	+15
Man-size	0
Large	-15
Specific Location	+15
Position	
Standing	0
Crouched	+5
Prone	-10
Concealment	
≤ 1/3	0
1/3 - 2/3	+10
2/3 ≥	+30 *or more*
Movement	
Stationary	-15
Moving	0
Running	+5
Attacker Modifiers	
Aiming	
Aimed Shot	-25
Snapshot	0
Quick-Draw/Shoot	+25
Wrong-Hand	+20
Simultaneous Attacks	+10 *each*
Movement	
Stationary	0
Moving	+5
Running	+15
Evading	+30

Vulcan Nerve Pinch

Target is:	Die Mod
Totally Unawares	-30
Surprised or Distracted	-20
Alert and Aware	+20
Aware of the Technique	+40

Federation Databank

Starfleet Infonet Public Personnel Records

NAME	AGE	STR	Top Skills
SPECIES P.O.B.	SEX	END	1.
	HT	INT	2.
BRANCH	WT	DEX	3.
	HAIR	CHA	4.
RANK	EYES	COOL	5.
			...
CURRENT ASSIGNMENT	D.O.B.	LUC	Dept Head Y/N | Cmd School Y/N
		PSI	Contact Team Y/N/F Certified?

230101.01

Service Record

Honors

Assignments

Years Served

Cadet
Term 1
Term 2
Term 3
Term 4
Term 5
Term 6
Term 7
Term 8
Term 9
Term 10

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